

WORK EXPERIENCE

Microsoft, Redmond, WA

August 2012 - Present

Program Manager (Office Online)

- \ Designed and implemented a robust AB-Testing platform used for driving key business decisions across the Office organization
- \ Conducted brownbags teaching various teams key data analytics and AB-Testing methodologies to influence data-driven culture
- \ Drove core infrastructure projects served as a foundation for faster engineering builds and more frequent deployments
- \ Prototyped and evangelized a telemetry tool that effectively monitors each feature's health, performance and usage
- \ Designed, managed and successfully delivered several top-requested authoring features from concept to completion
- \ Championed customer feedback space by drastically enhancing its pipeline/tools and increasing its impact on development
- \ Interned as PM (2x Redmond, 1x Shanghai) and invited as guest speaker to UofW Campus Talk through nomination

Stanford University, Stanford, CA

September 2011 - June 2012

ME310 (Design Innovation) Course Assistant

- \ Supported student teams in product development: needfinding, market research, rapid prototyping and usability testing
- \ Coached student teams with their project design direction and acted as a resource hub for the ME310 community

Stanford University + Activision, Stanford, CA

September 2010 - June 2011

ME310 (Design Innovation) Student Product Designer

- \ Developed Warlord, the next generation controller for Activision's game *Call of Duty* from concept to final prototype
- \ Designed and implemented mechanism that translates angular motion to linear motion, realistically imitating recoil
- \ Lead efforts in working with Scent Sciences startup to incorporate scent as a feedback feature and differentiator

Jabil Circuit, San Jose, CA + Wuxi, China

June 2011 - September 2011

Product Design Engineer

- \ Selected process of a major product via comparative analysis and identified method to reduce material use by 16%
- \ Drove experiments and analyses used as key considerations in design, development and supply chain decisions
- \ Improved internal communication method efficiencies and initiated efforts to integrate new communication tools

EDUCATION

Stanford University, Stanford, CA

September 2010 - June 2012

MS Mechanical Engineering in Design

- \ Graduated with Depth in Design Innovation & Mechatronics and Breadth in Materials & Finite Element Analysis (GPA 3.8/4.0)
- \ Notable Engineering Projects
 - Pickup Artist* – robot developed to autonomously find, collect, and release ping pong balls into scoring bins of a set arena
 - Pongbot* – electronic game device that referees a fast-paced three versus three cup game with some exciting PongBot twists
 - Roboto* – robot implemented to autonomously find, collect, transfer and shoot Peeps at targets in a controlled environment

University of Waterloo, Waterloo, ON

September 2005 - April 2010

BS Systems Design Engineering

- \ Graduated with Distinction (GPA 85/100, Dean's Honour List for multiple semesters) and granted President's Scholarship
- \ Notable Engineering Projects
 - Shower water saver* – device that reroutes water to storage until desired temperature range is met
 - Energy harvester* – system that collects rainwater and discharges it to a turbine to generate energy
 - Millboard bridge* – structure that withstands 350 lbs with error prediction within 5%
 - Vehicle stopper* – mechanism that gently decelerates a vehicle with error prediction within 10%

SKILLS

Language English Mandarin Cantonese

Hardware SolidWorks Arduino Lathe Mill LaserCMM FDM

Software Photoshop/Illustrator HTML5/CSS3/jQuery SQL/SCOPE node.js/mongoDB MATLAB Flash/Actionscript