TAAHA CHAUDHRY

Product Manager

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PROFESSIONAL SUMMARY

After working with Series B startups to Fortune 500 companies as a UX/UI/Front-End Software Engineer, I found my talent and passion lies in Product Management. I decided to finish my B.S. in Computational Cognitive Science at UC Davis (c/o '19), which focused on the intersection between design, engineering, and people. Currently, I am looking to use my past experiences and newfound education to help companies build and ship awesome, beautiful products and experiences.

SKILLS

Programming

HTML/CSS, JavaScript, ReactJS/Redux, NodeJS/Express, MongoDB, Java, C, C++, Python, R, SQL

UI/UX Design

User Research/Interviews, Needfinding, Personas, Journey Maps, Wireframing, Prototyping, Usability Testing, Sketch, Adobe Creative Suite, InVision

Product

Product Management, Product Strategy and Roadmap, Market Research, Agile Development

EDUCATION

UNIVERSITY OF CALIFORNIA, DAVIS

B.S. in Computational Cognitive Science   2017 – 2019

Coursework: Data Structures and Algorithms, Programming Languages, Computer Organization and Machine-Dependent Programming, Symbolic Logic (Prepositional/Predicate), Statistical Analysis, Human-Computer Interaction, Information Interfaces and Data Visualization, Web Programming, Computational Social Sciences

WORK EXPERIENCE

RIDECELL   San Francisco, CA

Front-End Software Engineer   January 2017 – August 2017

Ridecell provides a new mobility services platform for customers to launch, operate, and scale their transportation mobility services, such as car sharing or ridesharing.

- Doubled team productivity, tripled feature implementation, production, and release time, and increased product scalability substantially by refactoring legacy codebase to React.js, Redux, and CSS Modules providing modularity
- Increased international customer base by adding internationalization support
- Worked with PMs to develop end-to-end product designs and implementation roadmaps to create product style guides and to develop current and new features
- Conducted market and user research to better design and implement current and new features
- Worked with designers to design, prototype, and test new product features
- Engineered, tested, and maintained features for car sharing and ridesharing customers, including **BMW ReachNow, AAA Gig, Google, Facebook, and university campuses**
- Mentored and on-boarded 4 new engineers and 2 interns and averaged about 2-3 code reviews a day

IDEAN (part of CAPGEMINI INVENT)   Palo Alto, CA

UI Developer II   January 2015 – December 2017

Idean is a global creative design agency dedicated to delivering the best possible customer and user experiences, user interfaces, and front end software solutions for clients ranging from start-ups to fortune 500.

- Worked closely with project managers, interaction and visual designers, and developers to design, develop, and deliver beautiful, pixel-perfect and responsive designs and solutions
- Develop product strategy and implementation roadmaps with PMs for new clients
- Utilized design thinking and design processes to conduct user research/interviews, create customer persona/journey maps, and build wireframes and visuals
- Architected and engineered 7 front-end deliverables to clients across different projects and industries, including **VMware, Volkswagen Group (VW, Audi, Porsche), IBM, and Ericsson**