

A dynamic Product Manager with a technical background in data science and ML and experience owning multiple projects from early stage in a fast-growing startup, working closely with users, sales, marketing and customer success teams, working cross-functionally with multiple stakeholders, adapting my skillsets as necessary and translating strategic/business requirements into technical deliverables to drive product development.

## EDUCATION

### UNIVERSITY OF CALIFORNIA, BERKELEY

MASTER OF ENGINEERING (M.ENG.) | Industrial Engineering and Operations Research

May '18  
GPA – 3.82/4.00

### VIT UNIVERSITY, VELLORE

BACHELOR OF TECHNOLOGY (B.TECH.) | Mechanical Engineering

May '17  
GPA – 9.34/10.00

## SKILLS

### TECHNICAL SKILLS

Machine Learning, Deep Learning, Statistical Learning, NLP,  
Data Analytics, Business Intelligence (BI), Optimization,  
Relational Databases, HTML/CSS, Linear Programming (LPP),  
REST APIs (Basic), DNS (Basic)

### TOOLS AND PLATFORMS

Python, R, SQL, Github, Postman, PowerBI, AWS, JIRA, Trello,  
Aha, Pencil, Mockflow, InVision, Adobe – XD, InDesign,  
Illustrator, Photoshop, Selenium (basic), SharpSpring

### PRODUCT MANAGEMENT

User Stories, Roadmapping, Agile - Kanban, Competitive  
Analysis, Customer Development, Qualitative/Quantitative  
feedback, User Interviews, Wireframing/Mockups,  
Prototyping, Product/Technical requirements, Metrics

### MISCELLANEOUS

Marketing automation, CRM, MS Office, Cross-functional  
leadership, Unity

## EXPERIENCE

### PRODUCT MANAGER, IoT & DATA SCIENCE | Rize Inc.

Concord, MA Aug '18 – Present

#### Rizium GF

- Led the launch and go-to-market of Rize's latest composite material, in collaboration with customer success and marketing teams.
- Pioneered a metrics-driven beta program and conducted customer interviews and surveys to collect use cases, quantitative and qualitative feedback in coordination with engineering and customer success. Established success criteria for the Beta program and identified 6 key issues for future overall product roadmap backed by quantitative feedback metrics.

#### Rize Connect

- Managed Rize's flagship IoT product 'Rize Connect' since discovery phase and supervised daily development activities with a cross-functional team of 6, across 2 continents. Acted as a liaison between technical and non-technical stakeholders.
- Oversaw feature delivery by defining feature specifications, product requirements, user stories, creating feature roadmaps based on strategic/user requirements and generating mockups/wireframes to drive marketing and engineering.

#### Engineering and Sales/Marketing Analytics

- Achieved 5x reduction of printer issue identification time by building python-based analytics tools.
- Leading a project to automate log analysis across printers by leveraging Rize connect and building ETL pipelines on AWS.
- Collaborating with the sales & marketing team to build custom analytics with CRM data for advanced reporting in PowerBI to identify bottlenecks.

#### Technical Integrations

- Led 2 integration projects by working with stakeholders and developers inside and outside the company to deliver prototypes for trade shows as well as end users.

### GRADUATE STUDENT ENGINEER | Lawrence Hall of Science, Berkeley

Berkeley, CA Aug '17 – May '18

- Built a virtual reality game with Unity on HTC Vive platform for K-12 students in STEM education and interactive learning.
- Organized user feedback sessions with students and their parents and conducted user interviews and A/B testing of game features.
- Translated user feedback into product requirements and defined product features for more effective learning.

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## GRADUATE PROJECTS

### DEEP LEARNING AND NLP FOR PERSONALIZED SALES EMAIL GENERATION

📍 UC Berkeley

📅 Aug '17 – Dec '17

- Automated and improved the current email generation process using deep learning algorithms.
- Implemented a web-scraping algorithm using Selenium Webdriver to identify and document potential customers and classify them into low/high value clients with capacity to scrape over 1000+ profiles per day.
- Developed a basic chatbot style email auto-reply model using publicly available Twitter dataset, NLP, LSTMs and Seq2Seq modelling.
- Devised a multiclass classifier for incoming emails to automatically reply with appropriate pre-drafted templates.

### REAL TIME CRIME PREDICTION TO OPTIMIZE EMERGENCY RESPONSE

📍 UC Berkeley

📅 Mar '18 – May '18

- Performed reverse geocoding on incident report data to derive demographic data and financial proxies based on Zip Codes.
- Engineered a classification model with accuracy over 70% to predict crime type in San Francisco in real-time to better inform emergency services.

### OPTIMIZATION OF RESOURCE ALLOCATION TO MAXIMIZE PROFITS

📍 UC Berkeley

📅 Oct '17 – Dec '17

- Analyzed data for a hypothetical real estate project to develop a planned community of 300 acres with 21 different types of homes and with over 30 constraints representing the conditions put forth by the real estate company and the federal government.
- Performed Mixed Integer Linear Programming (MILP) to optimize the number of houses built and resources allocated to maximize the profits.
- Provided recommendations for the company based on our findings to modify the problem and further increase profits.