

# Teddy Gyabaah

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## EDUCATION

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<b>KTH Royal Institute of Technology</b> <i>Master of Science in Computer Science, Minor in Entrepreneurship</i>	Stockholm, SE <i>Expected graduation in 2022</i>
<b>University of Trento</b> <i>Bachelor of Science in Computer Science</i>	Trento, IT <i>Sep. 2017 – Jul 2020</i>
<b>Utrecht University</b> <i>Erasmus scholarship, Concentration on Product Software</i>	Utrecht, NL <i>Aug. 2019 – Jan. 2020</i>

## EXPERIENCE

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<b>Project Manager Intern</b> <i>Evident</i>	Sep. 2020 – Present <i>Stockholm, SE</i>
<ul style="list-style-type: none"><li>Increased platform compliancy to GDPR regulation by researching and defining requirements for developers.</li><li>Led project to implement BankID signin and signup to speed up user onboarding, which will result in about 30% increase in signups of nordic customers.</li></ul>	
<b>Product Manager</b> <i>Hotel Sorriso</i>	May 2017 – Aug.2020 <i>Brescia, IT</i>
<ul style="list-style-type: none"><li>Increased Hotel's online visibility by 30%, renewing part of personal website and creating/managing company's page on principal social networks.</li><li>Successfully led multiple marketing campaigns based on data analytics to reach more customers, targeting potential customers outside of Italy.</li></ul>	
<b>Product Manager &amp; Front-end Developer</b> <i>Airglow</i>	Aug. 2018 – May 2019 <i>Trento, IT</i>
<ul style="list-style-type: none"><li>Built interdisciplinary team to create innovative event management platform.</li><li>Drove product mission, vision, design and execution based on users feedback on first Minimum Valuable Product.</li></ul>	

## PROJECTS

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<b>Airglow</b>   <i>Android, Stripe API, Firebase, Trello</i>	Aug. 2018 – Jun. 2019
<ul style="list-style-type: none"><li>Event management platform aiming to revolutionize the night life experience. The project was aimed at solving problems both for party-goers and party-makers.</li></ul>	
<b>Intag</b>   <i>3dsMax, Autocad, Git</i>	Nov. 2018
<ul style="list-style-type: none"><li>The project had the aim to radically change the experience in retail shops. We prepared a go-to-market strategy and a prevision of the investment needed to implement it. The project received 3.5K euros of investment.</li></ul>	

## HONORS & AWARDS

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<b>EU excellence nomination scholarship</b>   <i>Brussels, BE</i>	Jul. 2020
<ul style="list-style-type: none"><li>Select as 1 of 200+ top applicants worldwide to receive monthly living allowance.</li></ul>	
<b>First place at Retail Innovation Hackathon</b>   <i>Florence, IT</i>	Nov. 2018
<ul style="list-style-type: none"><li>First solution ranked out of 15 products, to help solving Italian retailer Euronics sales decrease.</li></ul>	
<b>First place at Bunq Hackathon</b>   <i>Amsterdam, NL</i>	Nov. 2019
<ul style="list-style-type: none"><li>Best innovation project out of 10 others. The aim was to revolutionize banking experience for Bunq users.</li></ul>	

## TECHNICAL SKILLS

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**Languages:** Java, Python, C/C++, SQL (Postgres), No SQL (MongoDB) JavaScript, HTML/CSS, R, Haskell  
**Frameworks:** Android, Flutter, Node.js, GraphQL, Material-UI, BankID API  
**Management Tools:** Notion, Trello, Slack, Tableau