

Connor Young

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EDUCATION

University of British Columbia

Major in Computer Science B.Sc

Expected Graduation May 2026

Vancouver, BC

EXPERIENCE

Product Management Intern

May 2025 – Present

University of British Columbia

Vancouver, BC

- Defined product vision and 4-month roadmaps for 3 major products affecting 5000+ students and faculty members
- Instituted MoSCoW prioritization during weekly meetings, reducing decision-making meetings by 50%, freeing 10 developer hours per sprint
- Designed and presented Figma mockups and MVP pitch decks for a course scheduling tool, aligning engineering efforts with design and stakeholder expectations
- Facilitated bi-weekly sprint reviews for 10 engineers and 5 stakeholders; synthesized feedback into clear action items, driving 100% on-time milestone delivery

Software Engineer

Sept 2024 – Apr 2025

University of British Columbia – Part-time

Vancouver, BC

- Developed software for 2,500+ students and 20+ professors, creating solutions to streamline course organization
- Utilizing Django, PostgreSQL, and JavaScript, to create a full-stack scheduling dashboard to display 150+ classes, identify time conflicts, and ensure long-term data integrity through structured Django models
- Presented road maps, product vision, and KPIs for educational products used by 500+ faculty and staff to track course schedules, see faculty metrics, and TA applications
- Gathered requirements from 20+ faculty and led development of a Python-based data pipeline to automate Excel feeds for 300+ classes, cutting manual processing time by 90%.
- Conducted stakeholder interviews with professors and students to capture pain points

TECHNICAL PROJECTS

Moodify | *React Native, Expo, Spotify API, OpenAI API*

Jan 2025

- Delivered an application to auto-curate Spotify playlists from mood, weather, and time signals
- Authored a detailed roadmap to pivot from failure to a working app in 12 hours, launching an MVP on schedule
- Curated a road map and mock-up to ensure KPIs were met, and provided a clear system of checkpoints
- Built the pitch narrative and slide deck that won Judge's Favorite out of 80+ projects at nwHacks 2025

Advizr | *React, Python, flask, cohere API*

Sept 2024

- Collaborated with three teammates to develop and pitch ideas, and learn frameworks in Hack the North 2024
- Polled 100+ students for course-selection pain points, and validated product value in a data-backed pitch to judges
- Managed a 4-person developer team using SCRUM, closing 95% of tasks within the 32-hour window
- Developed alongside 3 developers, ensuring efficient completion and user experience quality at Hack the North 2024

CLUBS

Product Management Club | Community Director

May 2025

- Directed internal events and executive member development programs for 20 members focused on career growth
- Conducted a cold outreach and coffee chat workshop for internal members, increasing response rate by 120%
- Led and organized the lifecycle of 10+ meetings, organizing pages using Notion and Figma promoting collaboration

NwPlus | Hackathon Mentor

Nov 2024

- Mentored at a 200+ participant for the HackCamp hackathon, giving pitch advice and slide deck recommendations
- Facilitated cross-team collaboration and mentored three teams reach finalist status
- Collaborated with over 20 mentors to ensure seamless event operations and a supportive environment for hackers

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, TypeScript, C/C++, SQL, HTML/CSS

Frameworks/Libraries: React, React Native, PostgreSQL, Django, pandas, Node.js

Developer Tools: Git, PostgreSQL, Apache Superset, GitHub Actions, Figma, Version Control

Other Skills: Agile methodologies, KPI, metrics analysis, stakeholder analysis, cross-functional collaboration