

Product manager with experience working directly with data engineering, design, academic research and library information systems. Works well across disciplines and able to find innovative solutions to commonly found problems in business and institutional settings. Founder and employee of several startups in the technology sector.

Product Manager @ YourSports (2015-Present) [<http://yoursports.com>]

- Supervised all data-related projects for the US-based team. Created socially networked entities for Stanford, Foster Farm Bowl, Nike, and Russel Wilson (YourSports investor) which lead to sponsorship, advertisement, and partnership opportunities for the company.
- Reduced data migration time by 90% by transitioning the company from an Excel to cloud-based internal processing tool. The tool allowed executives and volunteers to participate directly in the data import process, allowing for the process itself to scale.
- Saved the company \$20,000+ by substituting open-source versions of data and data APIs for paid licensed APIs.
- Improved CEO's ability to manage developers by creating executive level documentation for data projects.
- Recruited, managed, and trained data engineers, interns, and contractors towards ongoing data-acquisition and verification projects. (4-5 engineers and 1-2 interns per team)
- Scrum/Agile management implementation and certification.
- Project lead for YourSports' Google Fusion project -- integration of 25000+ college-level sports players' hometown/birthplace with Google Maps' API.

Data Engineer @ YourSports (2014-2015)

- Collected 10 million+ data entities using Casper.js library. Script pulled data from Freebase, WikiData, Wikipedia, and various other public sources online.
- Reduced turnaround time by 30% by creating ETL guidelines for engineers and data-entry workers. (Excel to ElasticSearch conversion).
- Project lead in the "YourSports X" project: All things related to non-sports data. (Music, politics, military, celebrities.) Worked and managed 4-5 developers and data engineers per project.
- Created comprehensive map of U.S. military social and professional organizations from battalion level upwards. Includes naval ship organizations and Air Force squadrons by branch and service dates.

Freelance Web Developer/Designer (2013-2014)

- Cardborigami [Non-Profit Startup] - <http://cardborigami.org> [Raised \$180k in Funding]
- Santa Monica Youth Well-Being Center - <http://www.santamoniacradletocareer.org/>
- Tangerine Music Labs - <http://tangerine.fm> [Workshop with Yo-Yo-Ma at USC's Brain and Creativity Institute]
- Santa Monica Tongva Park

Digital Imaging Prototype Technician and Project Coordinator @ USC/UCLA Libraries (2009-2013)

- Designed and wrote technical manuals for scanning software, geared towards student workers. (Kofax Express and Capture Pro 4.0, Adobe Audition)
- Project lead for UCLA's mass-digitization pilot project, the "Stokes Machine". Possible to scan 400+ ultra high quality, archive-ready images per day. Worked with lead developer of the machine to debug and increase efficiency of its output over 6 months.
- Coordinated efforts between UCLA and the Internet Archives for their digitization projects. Avg. output: 1500 books/week.

Founder, Tangerine Music Labs (2007-2014)

Education

Product Manager Certificate (2016), *Product School: San Francisco*
Agile/Scrum Management Certificate (2015)

PhD Candidate, Musicology (2013), *University of Southern California*
MFA, Music Composition/Performance (2007), *California Institute of the Arts*
BA, Music Composition (2005), *University of Illinois Urbana-Champaign*

Recent Projects

Connecting Game Developers to Let's Players and Streamers on Twitch

Created a design that facilitates integrating bug reports and feature requests directly into Twitch's video highlight tool in order to build stronger streamer-developer relationships.

Design of Bug-Reporting and Feature Request Tool for TWITCH:
https://docs.google.com/document/d/1yQUcof_kxosybbs_y6DkEsdGV9vPB-QCHYsUDjEq8j8

Time Segmentation Tools for Content Analysis and Promotion for Twitter

Video Game Mods for Music Promotion (Fallout 4 Mod Pack received 5000 downloads after first 2 weeks.)

Skills

Japanese/English Bilingual, Data Analysis, MS Excel, MySQL/SQL, Audio/Video Engineering, Technical/Academic Research and Writing, HTML/CSS, Javascript, PHP

Publications and Research

Author, Mobile Gaming: (Time = Money) -> Quality of Life (2016), *(Case Study for Farmville 2 and Fallout Shelter)*
Author, What's the Best Time to Tweet? (2016), *(Case Study for Twitter)*
Author, Time Segmentation for Streaming Music Radio (2016), *(Case Study for Pandora)*
Blogger-in-Residence (2015), *Ribbonfarm (Venkatesh Rao)*
Content Editor (2013), *The Lean Entrepreneur (Patrick Vlaskovits)*
Researcher and Speaker, Form and Phasing (2009), *2nd International Minimalist Music Conference Hosted by Kyle Gann*