

# Stream Gao

Product manager with successful records of building consumer products with millions of users. Passionate about bringing new technologies and research to improve product experiences and delight users.

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## /// WORK EXPERIENCE

### **Verizon Media, Sunnyvale — Product Manager**

01/2019 - PRESENT

Product manager on Yahoo homepage and content utilities. Work cross-functionally to plan, initiate, prioritize, coordinate, and develop projects for responsible products.

Drafted strategy for projects like next-gen weather, voice, and messaging.

Worked from end to end to launch and improve content utilities such as article summary and XRAY. These generally improved content engagement by +5%, DaysVisits by +30%, and utility usage by +2x. Some of the work is filed with patent.

Launched yahoo.com redesigns with a +5% increase in property revenue.

Launched content customization experiences in Yahoo homepage that drove up to +8% of retention improvement.

Launched the first set of web AR content in Yahoo with a +30% activation rate. The project was featured in Chrome Dev Summit 2019.

### **Yahoo, Sunnyvale — Software Engineer**

11/ 2016 - 01/2019

Built next-gen core media experiences. Partnered closely with product, design, SEO, UX, etc., to redesign and implement new product experiences.

Built the Y! News 2018 midterm election hub, which drove +10% DAU.

Worked independently with minimum product/design support.

Built the live coverage module that's used universally in articles across.

Initiated and developed VaaS(Voice as a Service), a microservice to audify video & text content, then syndicate to various voice products.

Built 5G/MEC product POCs on computer vision, VR, and video intelligence.

### **Viacom, NYC — Creative Fullstack Technologist**

10/2015 - 02/2016

Worked as the independent full stack developer on a big interactive screen project that interrogated social outrages. The project was presented on Viacom billboards in Times Square 01/ 2016.

### **PickMe Tech, Beijing — Founder**

05/2013 - 05/2015

PickMe was an online regional student flea market platform. It was sponsored by the National Undergraduate Entrepreneurs & Innovation Training Program and a few other grants.

Built the team, launched the Android app and website, grew the product from 0 to 5000 DAU.

### **Youku Tudou, Beijing — Android Developer Intern**

05/2014 - 08/2014

Youku was the biggest online video product in 2014 in China.

Worked on the animation module of the Youku Android app.

### **Beijing QuWan Tech, Beijing — Console Game QA Intern**

02/2014 - 05/2014

## /// EDUCATION

### **Product School, San Francisco**

Product Management Certificate(PMC TM)

02/2019

### **New York University, New York**

MPS in Interactive Telecommunications

05/2016

### **Beijing Forestry University, Beijing**

BE in Digital Media Arts

06/2014

## /// SKILLS

### **GENERAL SKILLS**

Product Management, Full Stack Engineering, UI/UX, Computational Media, Rapid Prototyping, Data Visualization

### **PRODUCT MANAGEMENT**

Market Research, Roadmapping, Product R&D, Prioritization, Product Development, A/B Testing, Data Analysis, Agile, Jira

### **SOFTWARE ENGINEERING**

Html/CSS/JS, Node.js, React, Python, WebGL/WebAR, CI/CD, Git, SQL, Linux

### **DESIGN & CREATIVE CODING**

Sketch, Adobe Suite(PS, AI, AE, Premiere, Audition), 3Ds Max, Unity, MaxMSP, Cinder, Processing

## /// AWARDS & EXHIBITIONS

Yahoo company Hackday winners featuring AR and smart assistants.

Best Song & Best Music Video, Vegas Movie Awards.

Google XStory - Experiment in Storytelling Annual Showcase.

NYC Media Lab Annual Summit.

Nomination, Dare to be Creative National Academic Game Design Contest.

National Finalist, SuNing National College Marketing Contest.

3rd prize, North China 5 States/HK/M/TW Computer App Contest.

Project Leader, Excellent on Finish, National College Entrepreneurs and Innovation Training Programs.