

Stream Gao

Product manager with a proven record of building consumer products with billions of users. Passionate about bringing new technologies and research to improve product experiences and delight users.

/// WORK EXPERIENCE

Meta, Menlo Park — Product Manager

01/2022 - present

Product manager for Facebook app notification experience, app widgets and birthday center.

Verizon Media, Sunnyvale — Product Manager

01/2019 - 01/2022

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

Drafted product visions for next-gen feed, voice, and messaging.

End to end to launch and +2X grow content utilities such as article summary and XRAY, which improved content engagement by +5%, DaysVisits by +30%, and utility usage by +2x. Some of the work is filed with patent.

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

Launched content customization experiences on the Yahoo homepage that drove up to +8% improvement of retention and +6 of NPS.

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, with close partnership of product, design, SEO, and UXR teams.

Built the Yahoo News 2018 midterm election hub independently with minimum product/design support. It drove +10% of DAU.

Built news modules that's used universally in articles across products.

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

Worked on the animation module of the Youku Android app, which was the biggest online video product in China in 2014.

Beijing QuWan Tech, Beijing — Console Game QA Intern

02/2014 - 05/2014

<http://www.streamgao.com>

[linkedin.com/in/stream-gao-34ab5870/](https://www.linkedin.com/in/stream-gao-34ab5870/)

1 (646) 715 - 7730

streamgaoxi@gmail.com

/// 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

PRODUCT MANAGEMENT

Product R&D, Strategy, Roadmapping, Prioritization, A/B Test, Data Analysis, Agile

SOFTWARE ENGINEERING

HTML/CSS/JJS, Node.js, React, Python, WebGL/WebAR, CI/CD, Git

DESIGN & CREATIVE CODING

Adobe Suite, 3Ds Max, Unity, 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.