



Victoria Chen

Product Designer

PORTFOLIO:

WWW.VICTORIAMCHEN.COM

Skills

Figma

Javascript

HTML/CSS

SQL

Python

Education

Harvard University

B.A. in Applied Mathematics
and Architectural Design
August 2009 – June 2013

University of California, Berkeley

6 Month UI/UX Design Bootcamp
March 2020 – September 2020

Speaking

“Approaching Product Vision as Art”

Product School, Inc. Webinar: Featured Speaker
August 2021

“Future of 3D Printing”

San Francisco Design Week: Autodesk Panelist
May 2018

“How to Leverage Company Values to Fuel Growth”

Tech Brunch Medellín: Featured Speaker
March 2017

Experience

Product Designer (Contract) • OmniMerchant

May 2022 – Present

I am shaping the full experience for credit card processing company Group ISO's new desktop application to enable streamlined invoice management and low cost payment gateway processing.

Product • Stitch Fix

April 2021 – April 2022

I was brought on to lead the development of a new algorithm-powered merchandise procurement platform with a team of 4 data scientists, 3 designers, and 12 engineers. In 8 months, I drove 6 launches that saved the merchandising organization >40,000 hours. Outside of my usual responsibilities, I was lauded by the executive team for taking over the re-launch of the company's new purchase order system after the initial launch went live with an error rate of >30% and nearly 100% team attrition. In 2 months, I reduced the error rate to 3% by leading cross-functional partners and 20 engineers through a systematic overhaul.

Product Design Lead (Contract) • Belong

October 2020 – February 2021

I was brought on to solve the home rental marketplace's core painpoint of long home vacancies ahead of a Series B fundraise. I launched consumer home rental experiences and machine learning-powered operations platforms that reduced days vacant by >30%. I was awarded “Key Contributor” of the quarter by the operations team for strong partnership. My corresponding product demos and performance metrics helped close \$40M Series B funding from Andreessen Horowitz, GGV Capital, and Battery Ventures.

Product • Leap Motion

November 2016 – June 2018

As the product manager focused on both domestic and international growth, I oversaw the end-to-end development of a VR developer kit that allowed both indie developers and large manufacturers to easily create applications and hardware that leverage camera-based hand tracking. The kit was used for simulation software for US Air Force training, medical training, and car design workflows.

Data Scientist • Uber

March 2015 – November 2016

I was hired to found Uber's People Operations' data science initiative. Here, I carved out a roadmap for utilizing data to optimize Uber's global talent, from using machine learning to assist recruiters in finding top candidates to optimizing office locations. My research was presented at people analytics conferences and used to inform the acquisition of a \$126M commercial office property in Oakland.

Investment Associate • Partners Capital

August 2013 – March 2015

I due diligenced over 400 private equity funds to find outsized investment opportunities and was promoted to a centralized team that defined firmwide asset allocations of \$23Bn with the Chief Investment Officer. Additionally, I managed investment portfolios in the \$50M to \$350M range for prominent investors and research institutes.