

# AMY MEYERS

[a.meyers@amypm.io](mailto:a.meyers@amypm.io) | [www.linkedin.com/in/AmyLMeyers](http://www.linkedin.com/in/AmyLMeyers) | [www.amypm.io](http://www.amypm.io) | 253-320-9378

## Education

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### University of Washington

Autumn 2019

*Bachelor of Science in Computer Science & Software Engineering*

## Professional Experience

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### Technical Product Management – Intern, T-Mobile – Bellevue, WA

June 2018 – June 2019

- Delivered functional specifications for software supporting broad product launch of new and revamped cellular plans in key markets, leveraging input from multiple stakeholders and implementation teams
- Owned the day to day running of internal and vendor facing backlogs (intake, stakeholder-driven prioritization)
- Collaborated with stakeholders and product owners by hosting recurring (100+) backlog management, priority, and user story grooming sessions
- Enabled clear measurements by defining 12+ Key Performance Indicators such as website outages and errors, and root cause analysis reports, to drive vendor performance and efficiency in line with agreed Statement of Work
- Facilitated in creating monthly vendor budget and accrual reports; tracking vendor project estimates
- Assisted in planning, scheduling, and collaborating multiple vendor Quarterly Business Reviews which included assessing all vendor product metrics, processes, and review

### BECU – Tukwila, WA

May 2013 - Sept 2015

#### *Records Representative*

Entered data; managed paper and digital records to update internal banking systems; Impacted 1,000's of member records; Improved data accessibility and banking processes

#### *Member Consultant*

Processed member requests for loans, accounts, business accounts, and transactions; Performed tasks with banking confidentiality and information security

## Projects

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### **K—12 Computing Education**, University of Washington Bothell

*Kids University enrichment class-based program run in collaboration with University Family YMCA*

- Organized, designed, and led an after-school programming class in collaboration with a team
- Helped students achieve a broader knowledge of basic computer programming fundamentals using Scratch along with interactive learning activities

### **Assembly Language Disassembler**, University of Washington Bothell

Developed and documented an inverse assembler (disassembler) within a team, that converts a memory image of instructions and data back to 68000 assembly language and outputs the disassembled code to the display

### **Usability and User-Centered Design**, University of Washington Bothell

Collaborative team-based user research study of the University of Washington Bothell's Interactive Media and Design (IMD) website

- Conducted interviews, developed personas, implemented and distributed a questionnaire, and conducted usability testing
- Presented final research results, analysis, and proposal to the key stakeholders

## Skills and Activities

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**Engineering Processes:** Agile SDLC, Scrum, Kanban

**Tools:** Trello, Rally (CA Technologies), Jira, Microsoft Project, Visual Studio Code

**Process Artifacts Creation:** Functional Specifications Documentation (FSD), Requirements, User Stories, Features, Sprint-Planning, Product Requirements Documentation (PRD)

**Programming Languages:** Java, C++, CSS, HTML, SQL