

# Marcelo Pierry

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## EDUCATION

University of Wisconsin–Madison

Bachelor of Science in Computer Science and Bachelor of Science in Information Science

GPA: 3.94 / 4.0 | Dean's List | Expected Graduation: May 2027

## SKILLS

**PM Competencies:** Product strategy, Agile product management (Scrum), KPI analysis, MVP definition, feature prioritization, road mapping, data-driven decisions, user research, wireframing, product-market fit, market analysis

**Programming Languages and Technologies:** Java, JavaScript, C, Pandas, HTML, CSS, FTP

**Tools:** M365 Copilot, Custom GPTs, Gemini CLI, Claude Code, Power Platform, Tableau, Asana, Figma, GitLab, Excel

**Concepts:** Object-oriented programming, systems architecture, data structures, APIs, algorithm design, data flows

## EXPERIENCE

**Zaon Labs** | AI Product Manager Intern | Bellevue, WA

Jun 2025 to Aug 2025

- Led a cross-functional AI refactoring project using Agile (Scrum) methodologies to restructure 1,100+ LLM prompts, improving system performance, consistency, and reusability
- Developed a pricing model with in-depth market research and competitive analysis, informing revenue strategy
- Maintained a prompt engineering framework, including a dynamic prompt library and custom AI agents, enabling scalable, high performance enterprise applications
- Prioritized and documented product bugs through structured testing to drive iterative quality improvements

**Barcbots Inc.** | Product Manager Intern | Cupertino, CA

May 2024 to Aug 2024

- Managed trade-offs between robot design and software complexity, prioritizing features that maximized competition scoring while staying within strict hardware constraints
- Aligned cross-functional teams across mechanical, sensors, and programming teams to ensure unified progress toward competition milestones
- Drove hands-on training workshops that strengthened technical proficiency and increased confidence in high-pressure environments
- Facilitated structured retrospectives to improve teamwork, communication, and execution across competitions

## RELEVANT COURSEWORK

### Introduction to Human-Computer Interaction (CS 570)

- Executing end-to-end product discovery cycles by conducting contextual inquiries and design ethnography

### Data Storytelling with Visualization (LIS 407)

- Created a policy brief leveraging data visualizations to evaluate the impact of raising the minimum wage

### Navigating the Data Revolution (LIS 440)

- Learned foundational Excel skills, analyzed real-world datasets, and assessed the ethical implications of data use

### Introduction to Information Architecture and Design For the Web (LIS 646)

- Building and publishing accessible, interactive websites using HTML, CSS, JavaScript, and FTP

### Programming III - Algorithms and Data Structures (CS 400)

- Built web app to calculate the shortest paths between buildings using graph traversal algorithms and hash tables

### Introduction to Algorithms (CS 577)

- Designed algorithms using greedy, divide-and-conquer, dynamic programming, and network flow approaches

## CERTIFICATIONS

- AI Product Management Specialization, Duke University, 2025
- Managing Machine Learning Projects, Duke University, 2025
- Machine Learning Foundations for Product Managers, Duke University, 2025
- Human Factors in AI, Duke University, 2025
- Prompt Engineering for ChatGPT, Vanderbilt University, 2025