

Melanie Zhou

melaniez@stanford.edu | www.melaniezhou.com | www.linkedin.com/in/melanie-zhou | 303.717.9913

EDUCATION

Stanford University

Expected June 2024

Bachelor of Engineering in Computer Science, Emphasis on Human-Computer Interaction | GPA 4.0

Relevant Coursework: *Python, C++, C, Mathematical Foundations, Natural Language Processing, Algorithms, CS Research, Human-Computer Interaction*

Club Involvement: ASES (Global Entrepreneurship), Public Interest Technology Lab, Women in Design

WORK EXPERIENCE

Angel Investing Intern | *Hustle Fund* | Stanford, CA

Sep 2021 - Present

- Launch angel investing curriculum, host workshops with general partners, and plan worldwide in-person community events for the 4th and 5th Hustle Fund angel investing cohort that has invested \$10M+ in 20+ portfolio companies
- Connect portfolio companies with angel investors in areas of needs through launch of "Startup Office Hours" program
- Onboard 125 new angels by conducting welcome calls, updating Notion resources, and streamlining customer support

Product Designer | *Reveri* | San Francisco, CA

Sep 2021- Present

- Design and communicate app rebrand and relaunch vision through high-quality deliverables such as wireframes, user flows, prototypes, and high-fidelity graphics
- Analyze user research, data, and interviews to address major pain points and improve app usability
- Implement and ship polished user experience through collaboration with engineering, research, and product management
- Incorporate feedback on my work from mentor(s) and multi-functional team members

Head of Analytics | *Reveri* | San Francisco, CA

Jul 2020 - Sep 2021

- Create analytics infrastructure and 3 dashboards to monitor mobile app performance, communicate bug fixes, and prioritize features for development
- Conduct ~100 customer interviews to understand product-market fit, go-to-market strategies, and user journey
- Grow user base from 6,000 to 60,000 in a year through data-driven marketing and email management

CS Undergraduate Research Fellow | *Stanford Human-Computer Interaction Group* | Stanford, CA

Jun 2021 - Jan 2022

- Develop Chrome browser extension and web app *Intervenr* that passively collects news article links and ad images
- Design and implement Django interface to deliver real-time interventions on ads to control participant attention
- Lead end-to-end participant studies through recruitment, onboarding, bug fixes, user discovery interviews, and data analysis utilizing machine learning (TensorFlow/PyTorch)
- Research sociotechnical systems to make developers aware of downstream user outcomes and make everyday users more empowered to drive more equitable outcomes and reshape the design of these very systems

Co-Founder | *Oasis Mental Health* | Highlands Ranch, CO

Jun 2018 - Sep 2020

- Launch physical mental health "Oasis" rooms in high schools to provide counseling support and innovative non-traditional coping techniques based on clinical research that aims to destigmatize the mental health conversation
 - Establish key partnerships with Mental Health America, Denver Mayor, Colorado Governor, and the Colorado Board of Education to double the number of counselors in Colorado high schools by 2030
 - Successfully advocate for \$10M in mental health funding in Douglas County after the STEM High School shooting
 - Denver Start-up Week \$100,000 Grant Winner (2019), Fight Back Foundation Fellow \$10,000 Grant Winner (2018)
-

LEADERSHIP

VP of Venture Capital Education (Breakthrough) | *ASES (Global Entrepreneurship)* | Stanford, CA

May 2021 - Present

- Design intro to VC crash courses (how to read cap tables and dissect term sheets) and perform due diligence for firms
 - Organize on-campus VC-led events that explore case studies from portfolio companies and the decision-making process
-

SKILLS

Programming: Python (Intermediate), C++/C (Intermediate), HTML/DOM/CSS (Intermediate), React, Git, Django, TensorFlow, PyTorch; **Analytics:** SQL/PostgreSQL, Excel, Matlab; **UX/UI:** Figma, Photoshop, CAD Fusion 360