



meganlfu@gmail.com // meganlfu.github.io // mit '19-bachlors in cs-minor in design & neuro // mit art scholar

experience

Google Search: Fluidity + Interactivity // Associate Product Manager 2	6/20-Present
<ul style="list-style-type: none"> Collaborated with x-functional partners to define the roadmap of interactivity of Google Search Drove partnerships across PAs to test and launch UI updates to the Google Search Header 	
Google Research: Applied Digital Skills // Associate Product Manager	8/19-6/20
<ul style="list-style-type: none"> Collaborated with design and engineering to research and redesign informational organization and aesthetics of the website. Launched in August 2020 to positive user reception. Worked closely with legal cross functional teams to implement required updates for compliancy Designed and launched top requested customer features including Google classroom integration (>60% usage), curriculum search (>80% usage), and certificates of completion (~5% usage). 	
Google Shopping // APM Intern	5/18-8/18
<ul style="list-style-type: none"> Drove live experiments for popular brands on Google.com Defined and drove strategic product direction for new releases in partnership with nike Delivered product requirement document for price alerts feature which launched the following year with positive press coverage 	
MIT Self Assembly Lab // Research Assistant	9/17-5/18
<ul style="list-style-type: none"> Explored patterning with an active material in collaboration with Eddie Bauer for a new jacket Worked with a visiting artist at MIT to design and create a dynamic set for her performance Designed and fabricated a piece with the team for the Cooper Hewitt Design Museum Explored early textile research in 3D printing with EVA 	
Microsoft Input Platform Team // PM Intern; Ink Intelligence	5/17-8/17
<ul style="list-style-type: none"> Defined and created specifications to continue Microsoft's lead in the digital inking space Drove implementation for a new ink beautification engine -- patent pending. Built a framework application using XAML and C# to support engine with annotation support 	
MIT Media Lab: Fluid Interfaces // Undergraduate Researcher	8/16-12/16
<ul style="list-style-type: none"> Worked with three peers using Unity and C# to design and create wordsense, a hololens application to enrich language learning Used python and opencv to explore scene recognition Created and about website for the project and co-authored a paper 	
Microsoft Edge // Explore Intern	5/16-8/16
<ul style="list-style-type: none"> Conducted user research to spec out a new "snooze" feature on edge, going through multiple iterations of prototyping based on feedback Used C++ and XAML to implement the new feature integrating Cortana Contributed to resolving multiple bugs within edge 	
MIT Media Lab: Lifelong Kindergarten // Undergraduate Researcher	8/15 -12/15
<ul style="list-style-type: none"> Used HTML, PHP, and MySQL to design and create a webapp, skillgrindr that allows people to search within their community for a desired skillset 	
Microsoft Research // High School Intern	5/15-8/15
<ul style="list-style-type: none"> used C# and XAML to create an application to demonstrate microsoft's new work in computer vision that allowed users to draw photos from a library or online or take the photo and have the content identified redesigned the UI multiple times 	

miscellaneous goods

Hina Yakitori // Stage	1/20-3/20
Polimorphic // Designer	6/19-8/19
Vialé Restaurant // Stage	2/19-5/19
Savanna Ruedy Photography // Photography Assistant	1/19
MIT Technique // Editor in Chief, Design Editor	2015-19
MIT Code for Good // Marketing Director	2016-18
MIT Global Teaching Labs // Processing [language] and neuroscience instructor	1/17;1/18