

JESSICA MAN

Seattle, WA · jessicaman82@gmail.com
www.linkedin.com/in/jessica-man
www.jessicaman.me

PROFESSIONAL SUMMARY

Product Manager specializing in 0-to-1 AI-powered consumer device development with mechanical engineering and UX design background. Proven track record shipping multimillion-dollar AI hardware products from conception to launch, with expertise in on-device AI capabilities, cross-platform user experiences, and growing share with digital-native/Gen-Z audiences. Passionate about creating inclusive, user-centric products that leverage cutting-edge technology to transform everyday experiences for everyone.

EXPERIENCE

Microsoft Corporation | Product Manager 2, Surface AI Tablets + Accessories Lead Aug 2024 - Present
Redmond, WA

- Led on-device multimodal AI feature development (voice, text, pen) by partnering with hardware, software, UX, & research, shipping features that reduce time-to-AI value and improve interaction experiences on mobile form factors
- Defined a 5-year AI-first tablet roadmap, aligning cross-org product vision (Copilot, Surface, Windows) and market positioning to deliver \$112M projected gross margin and 5.4x ROI through strategic, user-centric feature prioritization
- Drove 0->1 development of v1 AI devices (Esquire's Best Tablet 2025), aligning 100+ stakeholders across engineering, design, and marketing, and communicating strategic recommendations to executive leadership 3x weekly
- Developed context-aware AI demos showcased at 3+ press events and to influencers, expanding Gen-Z adoption and driving broader TAM awareness through differentiated multimodal experiences

Microsoft Corporation | Product Manager, Accessories Lead (high performer recognition) Jul 2022 - Aug 2024
Redmond, WA

- Owned product strategy for AI-enabled accessories by aligning cross-functional teams across software, design, operations, and engineering, generating 18x ROI and \$37M projected lifetime gross margin
- Defined AI accessibility features for Surface accessories to enable new input methods for diverse users, shipping features that improved AI access for users with mobility and vision impairments
- Conducted in-field research across LA, Seattle, and NYC to understand AI usage patterns and interaction preferences, directly shaping multimodal AI experiences across laptops, tablets, and accessories platforms

FORGE Design Studios | Co-Founder, Lead Product Manager and Designer Sep 2019 - May 2022
Boston, MA

- Scaled Boston University's first cross-college design agency from 0 to 100+ student designers by creating access to design mentorship and product incubation for students with non-traditional backgrounds
- Grew annual designathon to 150+ participants with 50%+ year-over-year growth by partnering with industry sponsors to build an online design community across the U.S. and drive sustained participation
- Designed and scaled internship program for 20+ students per cycle by building repeatable onboarding, feedback, and product delivery frameworks to enable scalable development cycles

Microsoft Corporation | Hardware Program Management Intern, Wearables May 2021 - Aug 2021
Remote

- Developed product requirements for next-generation wearable audio accessories by conducting competitive teardowns and market research, defining sensor and haptic performance targets, ID constraints, and BOM
- Orchestrated agile development for 15+ person cross-functional team by implementing structured workbacks and leading 3x weekly stand-ups, accelerating product timelines from definition to rapid prototyping

Terra Corporation (YCombinator W20) | UI/UX Designer (Contract, Freelance) Sep 2020 - May 2021
Remote

- Redesigned creator monetization fintech web app by leveraging user research insights for influencer-driven investing, providing platform for creator-audience engagement and community building
- Led end-to-end UI/UX design for Snapchat's beta gifting mini-app concept by utilizing Figma for rapid prototyping and iterative design sprints, powering social commerce experiences

COMMUNITY

Seattle Design Festival | Volunteer - Planning Team (Mainstage Committee) Jan 2025 - Present
Seattle, WA

- Advanced inclusive design dialogue by curating programming for 7,400+ attendee annual design festival, featuring local artists, designers, and sponsors (CitizenM, Adobe) across live and YouTube platforms
- Expanded free access to equity-centered design education by collaborating on content strategy with 15+ person cross-functional team, sourcing programming for in-person events and YouTube broadcasts

EDUCATION

Boston University | College of Engineering and Kilachand Honors College

B.S. in Mechanical Engineering, with minors in Innovation & Entrepreneurship and Materials Science & Engineering

Involvement: Grubhub Social Media Ambassador; VP of Marketing in Student Government

Awards: Questbridge Scholar, KPMG Future Leader, Kenneth Lutchen Distinguished Research Fellow, HackDuke Designathon 1st Place (2020)

SKILLS

Product Management: 0-to-1 product development, roadmap ownership, design thinking, customer feedback loops, user research, competitive analysis, AI product strategy, stakeholder management, inclusive product design

AI: Gemini, ChatGPT, Claude, Perplexity, & Copilot - agent building, iterative prompt tuning, on-device AI feature development

Design: Figma, Adobe XD, Adobe Certified Associate: InDesign & Photoshop, Illustrator, iOS/Android apps, rapid prototyping

Languages: English (native), Cantonese (native), Mandarin Chinese (intermediate), French (elementary), Spanish (beginner)