

Nina Lutz

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Experienced product manager and researcher passionate about user and data driven solutions.

Education

Massachusetts Institute of Technology (MIT)

M.S in Media Arts and Sciences

Massachusetts Institute of Technology (MIT)

B.S. in Computer Science and Engineering with Design

Experience

Product Manager, Redfin

2021 - Present

Collaborating with UX research, design, and engineering to spec out new products. Enacting research and managing the execution and rollout of internal and consumer facing products on Desktop and mobile platforms. Using analysis to benchmark products and surface new findings for other product and strategy decisions. Roadmapping 1-3 year product planning, research, and priorities. Negotiating for external engineering vendors across multiple stakeholders. Presenting and writing for executive audiences across multiple departments.

Research Assistant, MIT Media Lab

2015 - 2021

Research management and software development ranging from exhibition preparations for multiple museums, computer vision research, and interactive web art works. Managing off site deployments and sessions for a variety of academic and industrial institutes internationally and domestically. Managing and mentoring undergraduate students. Writing proposals and scoping projects in teams and for independent research for publication and exhibition. Written and oral presentations at several professional and educational venues.

Research Supervisor

2019 - 2021

Mentoring multiple undergraduates with their research and projects, including planning, overseeing execution, and evaluation.

Instructor; MIT Department of Urban Planning

2019

Developing a one month intensive and semester long courses. Teaching GIS data processing and computation techniques, including implementing data structures and algorithms.

Teaching Assistant

2016 - 2019

Assisted with multiple classes in Computer Science, Design, and Urban Planning for undergraduate and graduate students.

Software Engineering, Apple

2017

Writing software for localization studies and services across a range of Apple products. Utilizing machine learning and various data analysis techniques to understand user trends.

Skills

Software: Java, Python, C++, C, JavaScript, Processing, Unity, openFrameworks, OpenGL

Web: Javascript, CSS, Bootstrap, HTML, three.js, WebGL, p5.js, d3.js, Django, Heroku

Product Management: G Suite, Excel, Asana, Tableau, Jira, Slack

User Research: Rapid prototyping, User interviews, A/B testing, Experimentation design, Statistical analysis, Card sort, User study scripting, Survey writing

Design: Adobe Creative Suite, Figma, CAD (Rhino), Drafting

Data Science: Jupyter, R, Stata, SQL, AWS, Postgres, Qualtrics, NumPy, pandas, Tableau

Simulation/Learning: Caffe, Keras, TensorFlow, scikit-learn, MATLAB, OpenCV, SciPy