

Benjamin Fischman

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General Qualifications Summary

- 5+ years state of the art technology experience with an entrepreneurial mindset and corporate stakeholder equipoise.
 - Premium multi-media content portfolio management.
 - Motivate and deliver cutting edge solutions to address unspoken consumer product challenges and push innovation to over one billion clients world-wide. For example, omni-channel commerce.
 - Literally tip of the spear pioneer to adopt Chromium as the up-stream source of truth for Edge.
 - Full spectrum leadership and demonstrated interpersonal skills that empower collaborative team-oriented environments and data driven decision making.
 - Implementation of software solutions at an internet global scale to better serve consumable analytics with a 24-hour SLA and petabytes of telemetry.
 - Human computer interactions, consumer products, mobile first, cross functional collaboration, AI evaluation strategies, and funnel growth hacking are some of my superpowers.

Work Experience

Microsoft, Redmond, WA

July 2018 – May 2021

Software Engineer

December 2019 – May 2021

- Open-Source Chromium contribution to improve data accuracy (navigate to `chrome://histograms` or `edge://histograms` to better understand browser telemetry signals) and maintained full stack React application for internal browser analytics to serve C-suite executives at Microsoft.
 - Leveraged cross functional team leadership skills to prototype interoperable non-chromium histograms on products/platforms to better unify signals and improve data-driven business decisions. Allowing for fast go-to-market opportunity discovery and an estimated browser market share increase of 1% (i.e., \$100M in revenue) annual.
- Analyzed ad recovery in the context of ad blocker browser extensions to empower Bing with ad revenue optimization strategies leading to improved ad conversation rates when ad blockers were present.
- Authored a two-page doc for Edge Shopping feature. A fortune one retailer was motivated and requested feature deployment the next week.

Program Manager

July 2018 – December 2019

- Entrusted by the Windows App Store to lead rhythm of business QBR with lighthouse media streaming partners such as Netflix, Spotify, and Warner Media.
- Consulted on product management strategies to better measure what matters for all 3rd party experiences on Windows across new and existing devices.
- The team of top global partners I had the privilege to drive in the Windows Store helped to improve acquisition. Including but not limited to stakeholder negotiations, customer partnerships, feature implementation, engagement growth, monetization, and customer satisfaction metrics: enabling increased accessibility and usability in the Windows Store.
- Earned the Arctic Code Vault Contributor for open sourcing a demo application for the EDU vertical that was showcased internationally to key customers.

Freelance Software Development, Minneapolis, MN

May 2016 – July 2018

- Open sourced a tool to assist academics in aggregating publications of interest for systematic literature reviews.
- Collaborated with a Target Software Engineering to guide the user experience of a web-based app to streamline internal operations for Empty the Nest.

Empty the Nest, Golden Valley, MN

January 2010 – August 2013

Director of Special Projects

- Built a long-term social media ad roadmap which substantially increased impressions on Facebook, Instagram, Pinterest, Twitter, and MailChimp.

- The ad campaigns resulted in increased customer in-store presence and scheduling private shopping appointments for shoppers to manage overflow foot traffic.
- Featured in Bloomberg published book, “*Secondhand: Travels in the New Global Garage Sale*” by journalist Adam Minter (2019).
- Featured on American Public Radios: Marketplace, Star Tribune, and Pioneer for innovation in small business.

Research

Microsoft, Redmond, WA

Spring 2020

- Accepted poster (first author): Data Democratization at Scale: Presto + Azure = Distributed SQL & Self-Serve Interactive Analytics (Internal Machine Learning and Data Science Venue 2020).

GroupLens, Minneapolis, MN

December 2015 – May 2018

NSF REU Research Fellow

- Accepted Publication (third author): The Geography of Pokémon GO: Beneficial and Problematic Effects on Places and Movement. Proceedings of the 35th Annual ACM Conference on Human Factors in Computing Systems (CHI 2017).
- Accepted sole author of an extended abstract, “Data-Driven Support for Addiction Recovery Communities”, CHI 2018 Student Research Competition.

Leadership

Design U, Digital Division

September 2017 – May 2018

Project Manager / Lawrence Scholarship in Experiential Learning Recipient

- Integrated design best practice into the development of web and mobile applications.
- Lead and coach a team of interdisciplinary underclassman to create wire frames, app aesthetics, and ensure the clients (e.g., Spark DJ, Kid Blog, and others) had a positive overall experience.

Sigma Alpha Mu Fraternity, Kappa Chapter

December 2015 – January 2017

Executive Board: Director of Communications

- Operationalized a communications app for IOS and Android to streamline chapter wide communications for 80+ members.

Education

University of Minnesota, Minneapolis, MN

Graduation: Spring 2018

College of Science and Engineering

GPA: 3.4/4.0, Dean’s List

Major: Computer Science

Major GPA: 3.48/4.0

Minor: Asian Language & Literature (*Mandarin*)

New Mexico Military Institute, Roswell, NM

August 2013 – December 2014

Associates of Science in Pre-engineering

GPA: 3.33/4.0, Superintendent’s List