

# MIAO JU

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## EDUCATION

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**Imperial College London** MSc of Applied Machine Learning. Distinction.

2021 - 2022

**Wuhan University** BEng in Electronic Engineering. Class Rank: 5/121

2017 - 2021

## PROFESSIONAL EXPERIENCE

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**Stability AI LTD, London, UK**

09/2022 - Present

*Technical Product Manager*

### ↔ Stable Animation

- Led an international team, successfully transitioning Stable Animation from a research project to a market-ready product as the exclusive product manager. The product is now responsible for over 10,000 generations per day.
- Routinely engaged with external customers and engineers to ensure unfettered product access from launch to present.
- Employed collaborations with API partners, in conjunction with extensive market research, to identify and address user stories; demonstrably enhancing user experience across the entire generation pipeline.

### ↔ Stable Fine-tuning Service

- Designed and documented product specifications across all scales, from individual components to their integration. Communicated these with both technical and non-technical stakeholders across the business.
- Generated and optimised product roadmap through sustained: *(i)* collection and analysis of customer insights; *(ii)* benchmarking and evaluation of competitors products to identify target niches; and *(iii)* implementation of feedback loops with relevant shareholders to guarantee visibility and alignment.

### ↔ API Platform Reboot

- Identified deficiencies in, secured board approval for, and championed the upgrade of numerous key components of the API Platform. Ultimately, these improvements led to a significant increase in user engagement time of 39.5%.
- Championed an initiative to leverage data-driven methods in order to provide an insight into the status of the platform reboot. Leveraging these insights facilitated informed decision-making, providing a unique opportunity to optimise the product roadmap for enhanced value creation.

### ↔ DreamStudio

- Initiated and led efforts to substantially enhance the UI/UX for a client-facing platform serving in excess of 600k users every month; ultimately, resulting in a marked increase in user satisfaction.
- Prioritized features in a constantly evolving backlog, liaising with stakeholders to mitigate unwarranted feature creep.

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**Tencent, Shenzhen, China**

06/2021 - 09/2021

*Technical Product Manager Intern*

- Orchestrated the development of a feature that records users' highlight moments in the game Wild Rift. This feature is currently available to all users on the game.
- Led the conception of a tool capturing moments of interest within the game, employing computer vision and analysis of the in-game log files. Communicated with external partners in order to compile an exhaustive set of requirements.

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**Bytedance, Beijing, China**

06/2020 - 08/2020

*Platform Product Manager Intern*

- Oversaw development of an arithmetic recommendation platform, currently serving the company's education business.
- Prototyped, developed, and deployed two new features for a product providing interactive interpretation of mathematical problems. These features provided an increase in user engagement time of 20%.

## EXTRACURRICULAR ACTIVITIES

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- Skills: Jira, Linear, Miro, Python, Notion
- 1 Paper in IOP Conference about the Blockchain
- 3 Software copyrights, 5 patents
- Team leader at Google Machine Learning Winter Camp
- MSc representative for Imperial College IEEE Students
- Volunteer at Spring Community & Mind charity shop
- Visiting student at Sydney University, 2019
- Volunteer for Turtle Protection, Sri Lanka, 2018