

Sophia Pan

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EDUCATION

Duke University, Trinity College of Arts and Sciences

Durham, NC

B.A. in Computer Science and Economics

Expected May 2027

- **Cumulative GPA:** 3.85 / 4.00
- **Relevant Coursework:** Data Structures and Algorithms, Graphics Software Architecture, Arts Entrepreneurship

RELEVANT EXPERIENCE

Google ([Pomelli](#) at Google Labs)

Mountain view, CA

Associate Product Manager Intern

May 2026 – Present

- Scoped and defined Sizzle Reels, an AI video generation feature on Google Labs' Pomelli, owning PRD, engineering handoff, and go-to-market targeting 400M+ small businesses
- Partnered with 7 engineers to benchmark 5+ LLM models and built evals, reducing hallucination by 65%
- Built a UX prototype for a 15s AI video pipeline, leading 3 design reviews, 2 bug bashes, and engineering spec sign-off to align on an 8-week development timeline
- Launched Sizzle Reels to 420K MAU, targeting 20% weekly retention to drive 2x MAU growth from 420K to 2M

Joyson Electronics (Autonomous Driving)

Shanghai, CN

Product Manager Intern (Co-Op)

Aug 2025 – Dec 2025

- Defined the product roadmap for a B2B AI-powered automotive camera aiming to reduce building costs by 20%
- Designed and executed A/B testing across 3 core vision features, validating compliance with EU automotive safety standards and unlocking adoption potential for 10+ enterprise clients by 2026
- Partnered cross-functionally with stakeholders including engineers and designers to optimize machine learning software stack, reducing AI compute requirements by 35% to support lower-cost hardware

Morgan Stanley

New York, NY

Global Capital Markets Summer Analyst

Jun 2024 – Aug 2024 & Jun 2025 – Aug 2025

- Partnered with syndicate and lending teams on 10+ deals for financial institutions totaling \$2B+, aligning market strategy to investor demand and improving pricing by 5–10 bps
- Utilized \$25-Par Pricing Model in Excel and SQL to analyze secondary pricing data to onboard 12 clients

Blackstones Records ([Album](#), [Music Video](#))

New York, NY

Product Manager & Founder

Oct 2020 – Dec 2024

- Defined and executed 4-year product roadmap with 3 artists, launching 3 albums and 50+ tracks
- Built an AI lyrics generation platform used by 10+ artists, enabling \$120K+ revenue in music production
- Drove end-to-end go-to-market briefs for label growth, resulting in \$300K acquisition by iQIYI

A.T. Kearney

Shanghai, CN

Management Consulting Intern

Jun 2023 – Dec 2023

- Led 15+ supplier interviews for a \$300M PE deal, assessing contract terms, financials, and vendor risk
- Boosted inventory turnover by 12% and cut lead time 20% through warehouse and vendor process improvements

PROJECTS AND LEADERSHIP EXPERIENCE

[PathWise AI](#)

Jan 2026 – May 2026

- Built PathWise AI, a college ROI tool projecting 40-year earnings across 120+ universities and 11 majors via a microeconomic model to drive personalized cost-vs-return college decisions
- Engineered and shipped the product solo to 1,000+ high school seniors in Connecticut

[Asteroids](#)

Jul 2025 – Present

- Collaborated with 1 engineer to build a non-profit accessible “Asteroids” game for K–5 low-vision students
- Led user research to refine visual UX by iterating on color scheme, increasing 2X WAU and retention by 70%

ADDITIONAL INFORMATION

Skills: Python, Java, Usability Testing, Prototyping Tools, Cursor, R, SQL, Figma, Canva, Microsoft Office 365

Interests: Rap, Guitar, Golf, Basketball, Trading, Anime, Fitness, Cooking

Eligibility: Authorized to work in the U.S. with no restrictions