# MIMI TSURUGA

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## PROFILE

Team and Project leader devoted to technology education, enablement, and quality control. Passionate teacher and perpetual student ever-ready to learn and pass on complex information in engaging and actionable ways. Advocate to teammates, daring to challenge established norms and explore outside-the-box solutions. Community organizer dedicated to educational growth and multicultural inclusion.

## EXPERIENCE

### Education Architect, Elastic; Mountain View, CA — 2019–Present

- Revitalized what had been Elastic training's top-selling, yet outdated, course to better align the training team with the company vision and meet the current demands of students and instructors. Executed the project from initial proposal to final delivery. Developed the course content, coordinated with the engineering and product teams, built the lab environment, prepared materials for GTM, created related certification exams, practice exams, on-demand videos and courseware, enabled the training team, and collected feedback for QA. A new team was forged as a consequence of the effort required for this project.
- Nominated to lead Instructor Assemblies – a biweekly meeting for training instructors. Topics include updates to the courseware, administrative announcements, enablement of new product features, and Kudos to teammates with regular analyses of survey feedback. Initiated to raise team morale and improve communication between instructors.
- Advocate for instructors and training to leadership and promote organizational redesign supported by data collected from teammates. Resulting improvements: construction of ILT & Certification Team, installation of instructor assemblies, restructured product offering.
- Lead instructor for public and private Elastic training to maintain quality control of content and to stay connected to the Elastic user community. Also, I love to teach.
- Co-lead X-school Services Breakouts where new hires in Services Delivery and Operations are welcomed to Elastic and introduced to our way of working.
- Provided consulting services when customers required a Vega expert.
- Mentor Elasticians from engineering teams who want to be instructors.
- Lead the accessibility effort for instructor-led training in the Education team.

**Education Engineer, Elastic; Mountain View, CA — 2017–2019**

- Lead instructor for public and private training courses virtually and on-site globally. Used math background for deeper insight into the mechanics of distributed search.
- Contributed to curriculum development for all main course offerings. Designed, built, taught micro training courses (Vega visualizations and Web Server Metrics) including course content and lab exercises.
- Initiated the production and maintenance of localized content in Japan for main offerings.
- Introduced and hosted monthly internal seminar "Teaching Advice" to encourage continued learning of soft and hard skills for our instructors.

**Arthur J. Krener Assistant Professor, UC Davis; Davis, CA — 2015–2017**

- Developed algorithms and software in computational and applied topology. Topics of research: Developed learning software in R to classify motion in video data. Applied supervised clustering technique to analyze genomic data and reclassify breast cancer subtypes.
- Designed and taught undergraduate and graduate level courses. Advised graduate and undergraduate student research projects.
- Published, presented at international scientific conferences. Built and maintained cross-continental scientific network for interdisciplinary collaborative research.

**Scientific Assistant, TU Berlin; Germany — 2012–2015**

- Developed open source topological software in C++, Perl. Produced "complicated" test examples to identify limitations to heuristic algorithms. Improved software; speed up by 100x. Benchmarked our heuristics against leading software. Implemented a Markov chain Monte Carlo method to improve simulated annealing strategy.
- Edited dissertations, scientific articles, application for DFG Exzellenzinitiative funding (approved for €6.3m/5yrs).

**Kernel Development Intern, Wolfram Research; Urbana, IL — 2007**

- Developed software in C, Mathematica of a virtual reality roller-coaster to ride arbitrary knots. Product featured at Wolfram Tech Conferences.

**CUBE Research Assistant, UIUC; Champaign, IL — 2006**

- Developed software in C, Python, Mathematica to animate surface deformations in OpenGL applications and beta test Mathematica v6.0's improved geometric functionality.

## EDUCATION

**Technische Universität Berlin, Germany — PhD (Mathematics) 2015**
**Hunter College (City University of New York) — BA/MA (Mathematics) 2008**

## SKILLS

- Python, C/C++, Perl, R, HTML
- Elastic Certified <u>Engineer</u>, <u>Analyst</u>, <u>Observability Engineer</u>
- Git, Amazon EC2, Strigo, TrueAbility, docker, Learndot
- Keynote, Google Slides, asciidoc, mkdocs, Screenflow
- Mathematica, LATEX (TikZ, beamer), GIMP, ffmpeg

## FUN FACTS

- US-Japan dual citizen
- <u>GISSV</u> Parent Representative 2017–2021, Treasurer 2020–2021
- Founder & President of 501(c)3 nonprofit organization <u>HAA</u> 2003–2008
- Lead Organizer of weekly interdisciplinary graduate <u>seminar</u> 2009–2015
- Grad Student Representative of <u>Berlin Mathematical School</u> 2009–2012
- President of math honor society <u>Pi Mu Epsilon - NY Beta</u> 2006–2008
- Notary Public, County of New York, New York 2006–2014