

Isabel Abonitalla ✦

SOFTWARE ENGINEER · PRODUCT MANAGER

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Builder-PM who works both sides of the product line — shipping production code and owning the discovery, requirements, and metrics behind it. Founder of Yggdrasil, an AI journaling SaaS taken from zero budget to paying customers; enterprise engineering grounding at Microsoft Azure and product ownership at Roblox. Comfortable across React/TypeScript, Python, SQL, and modern LLM APIs, operating with full autonomy in ambiguous, zero-to-one environments.

experience/

Microsoft (Azure) — Software Engineer Intern May 2022 — Aug 2022 · Remote

- Built rollback functionality in C# for Azure's orchestration platform, improving incident recovery time and reliability SLAs at enterprise scale
- Analyzed enterprise usage telemetry and customer feedback to define and prioritize platform backlog items — bridging engineering feasibility with commercial objectives
- Shipped to production with cross-functional, globally distributed teams under agile sprint practices

Roblox — Product Manager Intern Jun 2021 — Sep 2021 · Remote

- Owned requirements for an inventory-system redesign impacting 2.5M+ creators, aligning design and engineering on scope and sequencing
- Ran user research and defined success metrics, translating findings into prioritized recommendations that shaped roadmap decisions
- Synthesized competitive analysis of Unity and Unreal Engine UIs into actionable product recommendations

Major League Hacking — Hackathon Coach Feb 2022 — Jan 2024 · New York, NY

- Coached 1,000+ engineers across 20+ global events (300+ attendees each) on product thinking, rapid prototyping, and go-to-market
- Owned end-to-end event operations — budgets, logistics, and vendor relationships across time zones; presented at HackCon four times

projects/

Yggdrasil — AI-Powered Journaling SaaS · Founder & Engineer 2025 — Present

- Took an AI SaaS from zero budget to paying customers through founder-led discovery — owning requirements, build, and iteration end-to-end
- Shipped the full product in React, TypeScript & Vite on Supabase, integrating LLM APIs for real-time journaling insights; tracked activation and retention and iterated core features on the data

The Pantheon — Multi-Agent AI System · Founder & Builder 2025 — Present

- Designed and shipped a six-agent orchestration system in n8n — each agent with its own prompts, tools, and guardrails — coordinated through a chat interface and shared knowledge base
- Engineered around real platform constraints (execution sandboxing, polling triggers, restricted file access) to keep multi-agent workflows running in production

Hackathon Builds — ColorFit, meds.fyi & more 2019 — 2026

- Shipped a healthcare price-transparency platform (React, GCP, Firebase, SQL) and an LLM/CV-driven recommendation engine (Next.js, OpenCV, Cohere) under hackathon time pressure

Craving — Dating App · Founder, CUNY Startups New Ventures Accelerator 2022

- Founded and led a 20-person cross-functional team building a dating app focused on honesty & safety — directing product design, user research, and development from concept to MVP

skills/

engineering	Python · JavaScript / TypeScript · C# · React / Next.js · Node.js · GraphQL · REST APIs · SQL / NoSQL · Supabase · Firebase · Git
ai / llm	Prompt Engineering · Multi-Agent Workflows · Structured Outputs & Guardrails · LLM Integration (OpenAI, Claude, Gemini, Cohere) · n8n Orchestration
product	Zero-to-One Delivery · User Research & Discovery · Roadmapping · Success Metrics · Stakeholder Alignment · Competitive Analysis · Agile / Scrum
cloud & tools	Azure · GCP · AWS · PostHog · Figma · Vite

honors/

- 18x hackathon award winner — incl. 1st Place at the Maternal Mortality & Morbidity Code-a-thon and Best Startup Idea at SacHacks
- Named to MLH Top 50 most influential hackathon community members worldwide (out of 135,000+)

education/

Purdue University Global — B.S., Cloud Computing & Solutions · GPA 3.99 Expected Nov 2026

Hunter College, CUNY — Computer Science coursework · Dean's List New York, NY