stevejones.io

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# STEVE
# JONES

## PROFILE

I'm a graduate student and entrepreneur passionate about leading teams to build wicked awesome software products. I enjoy spending my time designing solutions to user problems, defining product visions, and satisfying my obsession of the Boston Red Sox.

## EDUCATION

**M.S. Human-Computer Interaction**   2016 - 2018
Georgia Institute of Technology

- Management of Technology Graduate Certificate
- Grad. Research Assistant for Dr. Richard Henneman

**B.S. Computer Science**   2012 - 2016
University of Massachusetts - Amherst

- Concentration: Software Engineering
- Commonwealth Honors College
- GPA: 3.45

## LANGUAGES & SKILLS

| | |
|---|---|
| HTML | Sketch |
| CSS | Photoshop |
| JavaScript | Illustrator |
| JAVA | Balsamiq |
| Scala | WordPress |
| C | Unix |
| LESS & SCSS | Git |
| AngularJS | Data Analysis |

## WORK EXPERIENCE

**GAIN LIFE, INC.**   SUMMER 2016
Product & UX Lead
- Developed product vision & strategy working directly with CEO
- Analyzed user needs & proposed, designed, implimented UX solutions

**TIMETRADE SYSTEMS INC.**   SUMMER 2015
Software Engineer - Intern
- Designed & developed TimeTrade's new Click To Check In web application
- Researched, designed, & implemented UX improvements to 4 apps

**SEASCAPETECH**   JULY 2010 - MAY 2016
Founder & President
- Created over 30 WordPress websites for clients in a variety of industries
- Managed a team of up to 3 developers

**UMASS STUDENT GOVERNMENT**   2013 & 2014
Secretary of Technology
- Designed & developed SGA's "What To Fix" application
- Met with CIO & VC of IT regarding UMass tech policy, funding, and strategy

**HYDROID INC.**   SUMMER 2013
Web Development Intern
- Designed & developed Hydroid's company intranet
- Developed PHP plugin to manage of 100+ Windows Active Directory users

**EBSCO INFORMATION SERVICES**   SUMMER 2012
User Experience Intern
- Researched & proposed UX strategies for EBSCO Connection website
- Analyzed mouse tracking, heatmaps, and web traffic data

## PROJECTS

**HONORS THESIS**
UX research of Google's Material Design floating action button
- Design and develop mobile app to perform user testing of the FAB
- Analysis and report of user testing results

**MOLECULAR PLAYGROUND**
Product Manager
- Managed team of 10 undergrads to design & build web app for client
- Lead 30+ meetings to create requirement spec, design docs, and test plan
- Communicated with client & team to define a product vision & strategy

**PYND.IT**
Founder, Designer, Developer
- Social event broadcasting app where user drops pin at location of event & users at event can up/down vote & comment on the pin

**MOOD.IO**
UX Lead
- Led product design for 6 person team to build mood tracking Android app
- Designed low & high fidelity prototypes - presented designs to client