

- STEVE -**J O N E S**

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, finding ways to organize things efficiently, trying new beers 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



DEVELOPMENT	DESIGN
HTML	UX Research
CSS	User Testing
JavaScript	Rapid Prototyping
JAVA	Graphic Design
Scala	Sketch
C	Adobe Suite
LESS & SCSS	Balsamiq
AngularJS	WordPress
Git	Video Production

WORK EXPERIENCE



- Draper Labs
 HCI Graduate Student Intern
- GAIN LIFE, INC.

SUMMER 2016

SUMMER 2017

- Product & UX Lead
- Developed product vision & strategy working directly with CEO
- Analyzed user needs & proposed, designed, implemented 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, heat maps, and web traffic data

PROJECTS



UNDERGRAD 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