



STEVE JONES

stevejones.io

(978) 857-8901

in/SteveJones0

steve@stevejones.io

GitHub.com/Steve-Jones

PROFILE

I'm a graduate student passionate about creating wicked awesome software products. I enjoy spending my time understanding user needs to design solutions, finding ways to organize processes efficiently, as well as 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
 - Graduate Research Assistant
- B.S. Computer Science** 2012 - 2016
University of Massachusetts - Amherst
 - Concentration: Software Engineering
 - Commonwealth Honors College

SKILLS

DEV

HTML | CSS | JavaScript | JAVA | Scala | Python | LESS/SCSS | WordPress | Git

DESIGN

Wireframing | Rapid Prototyping | Storyboarding | Graphic Design | Sketch | Photoshop | Illustrator | Balsamiq | Video Production

RESEARCH

Usability Testing | Experimental Design | Contextual Inquiry | Survey Design | Task Analysis | Affinity Diagramming | Information Architecture | Design Sprints

WORK EXPERIENCE

- DRAPER LABS** SUMMER 2017
UX Researcher & Sembler Associate (Intern)
 - Researched & designed a tactical UI to increase operator performance
 - Conducted 10+ user tests to develop a set of heuristics for Microsoft Hololens
 - Advised & formed relationships with startups as part of the Sembler group
- GAIN LIFE, INC.** SUMMER 2016
Product & UX Lead
 - Developed product strategy for digital health coaching application
 - 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 2015
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, & strategy
- HYDROID INC.** SUMMER 2013
Web Development Intern
 - Designed & developed Hydroid's company intranet
 - Developed PHP plugin to manage 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

- AUTONOMOUS AUTO HUD RESEARCH**
UX Research & Design
 - Researched increasing driver vigilance in autonomous automobiles
 - Designed variations of HUDs for quantitative user testing
- UNDERGRAD HONORS THESIS**
UX Implications of Google's Material Design Floating Action Button
 - Design & prototype mobile app to perform user testing of the FAB
 - Conducted 44 user tests and analyzed qualitative & quantitative results
- MOLECULAR PLAYGROUND**
Product Manager
 - Managed team of 10 undergrads to design & build web app for a client
 - Lead 30+ meetings to create requirement spec, design docs, and test plan
 - Communicated with client & team to define a product vision & strategy
- MOOD.IO**
UX Lead
 - Led UX design for 6 person team to build mood tracking Android app
 - Designed low & high fidelity prototypes - presented designs to client