

# Aaron Brown

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## ABOUT

Developer-turned-designer looking for a full-time product design, user experience, or product management role.

## EDUCATION

### Stanford University

B.S. Computer Science: Human-Computer Interaction

Fall 2012 - Spring 2016 • Stanford, CA

### Stanford in New York

Fall 2015 • New York, NY

Selected to the first cohort of students for immersive program focusing on the arts, architecture, design, and urban studies.

## COURSEWORK

**ARTSTUDI 275** Digital Photography

**CS 42** Contemporary JavaScript

**CS 110** Principles of Computer Systems

**CS 142** Web Applications

**CS 161** Design & Analysis of Algorithms

**CS 183B** How to Start a Startup

**CS 247** HCI Design Studio

**CS 376** HCI Research

**EE 292I** Insanely Great Products

**ENGR 145** Technology Entrepreneurship

**ME 101** Visual Thinking

**ME 110** Design Sketching

**ME 115A** Human Values in Design

**ME 203** Design & Manufacturing

**ME 204** Bicycle Design & Framebuilding

## SKILLS

### Tools

Keynote

Sketch

InVision

Illustrator

Photoshop

InDesign

### Development

HTML/CSS

JavaScript

Python

### Methods

Needfinding

User research

Wireframes & mockups

Low/hi-fi prototyping

Heuristic evaluation

User & A/B testing

### Hobbies

Cycling

Photography

Swimming

## EXPERIENCE

### IDEO Creative Coding Intern

Fall 2015 • New York, NY

Worked with other designers to redesign a physical-digital product. Interviewed users and facilitated focus groups to generate insights. Created presentation materials in InDesign for client meetings and designed prototype interfaces in Sketch.

### Nextdoor Engineering & Design Intern

Summer 2015 • San Francisco, CA

Worked on a product team as a KPCB Engineering Fellow. Conducted a consistency audit of web assets to create a style guide for company-wide use. Collaborated with other designers to iterate and improve on existing feature. Designed and developed multiple internal projects individually.

### Apple Software Engineering Intern

Summer 2014 • Cupertino, CA

Developed an automated system for testing iOS software within Wireless Technologies group. Wrote extensive Python scripts for the end-to-end process of analyzing code changes, running tests, and filing bug reports.

## ACTIVITIES

### CS 91SI: Digital Canvas Instructor & Critique Leader

Fall 2014 - Winter 2016 • Stanford, CA

Co-taught a student-initiated class on web design, iterating on its curriculum each quarter. Designed and developed website for class announcements, policies, and materials. Led weekly group critiques of students' work to develop their visual design skills.

### Stanford Design Consulting Designer

Winter 2015 - Spring 2015 • Stanford, CA

Mentored by experienced Stanford designers, including alumni and graduating seniors. Worked with Venmo to begin redesigning their careers page, and worked with Pixlee to learn best practices for designing mobile e-commerce experiences.

### Stanford ACM Officer & President

Fall 2013 - Spring 2015 • Stanford, CA

As part of a chapter of the national Association for Computing Machinery, planned workshops and hackathons to grow hacker culture on campus and mentor students new to computer science.

## AWARDS & HONORS

**Andreessen Horowitz Designathon** 1st Place Summer 2015

**Kleiner Perkins Caufield Byers Engineering Fellow** Summer 2015

**Stanford ACM Winter Hackathon** 3rd Place Winter 2014

**Facebook NorCal Regional Hackathon** 1st Place Fall 2013