

# Aaron Brown

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## EXPERIENCE

### IDEO

#### **Creative Coding Intern · Fall 2015 · New York, NY**

Worked on a team to redesign a physical-digital product, distilling key insights from user interviews and focus groups into prototypes presented to key stakeholders. Day-to-day tasks included creating slide decks, copywriting for materials, and designing and prototyping user interfaces.

### Nextdoor

#### **Engineering & Design Intern · Summer 2015 · San Francisco, CA**

Led a consistency audit of web assets to create a style guide for company-wide use. Worked on Recommendations feature team in cross-functional manner, both as an engineer developing for web platform and a designer iterating on the user experience for the next release.

### Apple

#### **Software Engineering Intern · Summer 2014 · Cupertino, CA**

Developed an automated system for testing iOS software within the Wireless Technologies group. Wrote extensive Python scripts to analyze code changes, run multiple tests in parallel, and file bug reports.

## ACTIVITIES

### **CS 91SI: Digital Canvas**

#### **Instructor & Critique Leader · Fall 2014 - Winter 2016 · Stanford, CA**

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

### **Stanford Design Consulting**

#### **Designer · Winter 2015 - Spring 2015 · Stanford, CA**

Received mentorship from Stanford alumni designers while completing work for local startups. Collaborated with Venmo to help redesign their careers page, and helped Pixlee to better understand best practices and strategies for designing mobile e-commerce experiences.

## ACHIEVEMENTS

Kleiner Perkins Caufield Byers Engineering Fellow

Summer 2015

Andreessen Horowitz Designathon, 1st Place

Summer 2015

Stanford ACM Winter Hackathon, 3rd Place

Winter 2014

Facebook NorCal Regional Hackathon, 1st Place

Fall 2013

## EDUCATION

### **Stanford University**

#### **Fall 2012 - Spring 2016 · Stanford, CA**

B.S. Computer Science: Human-Computer Interaction

### **Stanford in New York**

#### **Fall 2015 · New York, NY**

Selected to the inaugural program of 17 students focusing on immersion in 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

**PSYCH 1** Introduction to Psychology

## SKILLS

### **Tools**

Sketch, InVision, Adobe Illustrator, Photoshop, InDesign, Lightroom, HTML/CSS, JavaScript, Python, Ruby, Keynote

### **Methods**

design thinking, needfinding, user research, wireframes & mockups, rapid prototyping, usability testing, heuristic evaluations, A/B testing, critiques