

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 a 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 + IDEO 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, Figma, InVision, Adobe Illustrator, Photoshop, InDesign, Lightroom, HTML/CSS, JavaScript, Python

Methods

Design thinking, Needfinding, User research, Wireframes & mockups, Rapid prototyping, Usability testing, Heuristic evaluations, A/B testing, Critiques