

Adler Faulkner

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Living, creating, and dreaming with confidence.
Creating pleasure through good design.

Education **Cornell University** · B.S. Independent Major · Expected May 2018
Self-created Independent Major in Product Design combining
courses in Information Science, Mechanical Engineering,
Computer Science, Design & Environmental Analysis, and Fine Art.

Work **Comake** · Co-founder & Head of Product · Aug 2015 to Present
Lead design and development teams in realizing company vision.
See more at comake.io.

MenuMe · Software Engineer & Product Designer · May 2015 to
Mar 2016
Designed and implemented complete rebuild of website, desktop
and mobile. Helped achieve growth from 0 DAU to over 50 DAU in
less than 6 months.

Projects **Game Design** · Lead Designer
Create a computer game called The Big Friendly Oob amongst a
team of 6 in 13 weeks. Won “The People’s Choice Award” at
Cornell’s GDIAC Games Showcase.

Cornell Application Development · Senior Designer
Co-led team to design, functionally and visually, an iOS app to be
developed by counterpart development team. Each semester a
new app was taken from concept to the Apple App Store.

DeutscheBank DesignBoom Competition
Created and entered to international contest with collaborator.
Shortlisted in top 100 finalists. More at [www.designboom.com/
project/the-future-of-banking-in-your-hands](http://www.designboom.com/project/the-future-of-banking-in-your-hands).

2-D Fine Art Portfolio
Created a portfolio of 15 works of art over 9 months. Includes
acrylic paintings, charcoal & graphite drawings, and mixed media.
Submitted to the College Board AP Studio Art Portfolio Exam.
See more at adlerfaulkner.com/fine_art.html.

Tools Sketch, Ruby on Rails, HTML/CSS, Javascript, Python