Meet the Google.org Fellows Supporting City of Seattle
November 2, 2020 - June 30, 2021

Aaron Baumann, Software Engineer Fellow
Aaron (he/him) has been a Software Engineer with Google for over 8 years. He spent 5 years working on search in the Bay Area before moving back home to Washington State. For the past few years, Aaron has focused on helping to make Chromebooks the best devices possible for students, teachers, and administrators. He's excited to be able to contribute to the City of Seattle fellowship to help others access services that they need. Outside of work, Aaron and his wife keep themselves busy with 5 kids, a pony, and a new puppy. His interests include martial arts and fast cars.
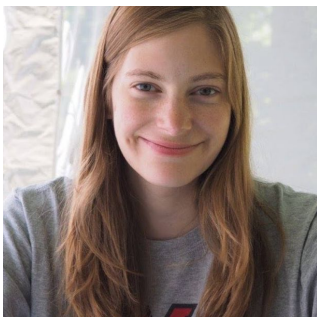
Anna Bell, User Experience Designer Fellow
Anna (she/her) has been at Google since 2013 working in Cloud as a Designer and UX Manager. Anna has built horizontal teams that focus on design systems and universal design. Anna created Allyship and DEI focused training and programs around Inclusion. "My goal is that everyone feels empowered and able to lead at every level." Away from work, Anna loves crafting with her 4 year old daughter.

Bion Johnson, Team Lead - Software Engineer Fellow
Bion (he/him) is an enthusiastic technologist with a history of collaborating on software projects in fields as diverse as humanitarian aid, ecological science, government, real-time remote collaboration, and immigration law. Comfortable both as a technical team leader and as an individual contributor, Bion's focus is always on providing value for the people using and relying on the software he creates. Outside of work he enjoys the outdoors, digital sound synthesis, and volunteering for efforts related to humanitarianism, environmental stewardship, and tech inclusivity.

Caroline Danzi, Software Engineer Fellow
Caroline (she/her) has been an engineer on Google Domains for three years and works on the domain name search experience. In her spare time, she volunteers to teach a high school computer science class - remote teaching is hard! She is excited to put her software engineering skills to use helping Seattle residents access the services they need, and looks forward to learning from the other Fellows.
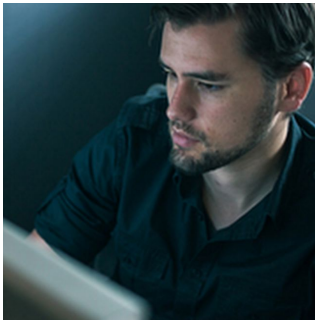
Gerardo Capiel, Product Manager Fellow
Gerardo (he/him) has led over the past four years the product management teams for Entertainment at Nest and for Consumer Payments. His teams have launched Chromecast with Google TV, the Stadia Controller and Google Pay.

Prior to Google, Gerardo founded three pioneering companies in the fields of eCRM, social media marketing and SMB omnichannel commerce. He also led engineering at Benetech, one of Silicon Valley's first purposely nonprofits, focusing on literacy, human rights and the environment. He's now on their board of directors.

Gerardo was born in Puerto Rico and enjoys skiing, biking and now travelling with his Airstream trailer.

Hans Engebretsen, User Experience Designer Fellow
Hans (he/him) joined Google in March of 2017 as an interaction designer on Networking products for Google Cloud. His work has touched a swath of security products including authentication, threat detection, and he now leads UX for identity on the Security & Privacy team. Prior to his work at Google he wore a few hats – including an Art Director, and front-end developer. In his own words: "I'm passionate about helping people by creating focused experiences. Always learning, planning, questioning, and curious, I love making things." Most importantly; Hans enjoys playing hockey, biking, hiking, and skiing. Although originally from Chicago, Hans is now a 4th generation Seattlelite!

Hung-Ming Hsu, Software Engineer Fellow
Hung-Ming (he/him) is a software engineer working at Google Cloud. He's been at Google for almost 3 years and has always been thrilled by the opportunities to work with awesome people. Before joining Google, he was a graduate student studying Computer Architecture at University of Texas at Austin, enjoying the hot weather and BBQ. Outside of work, he enjoys reading, hiking, and traveling (before COVID). During COVID, he found cooking to be particularly interesting and loved learning and trying out new recipes, although his new skill is still not ready to serve anyone other than himself.

Jake Wright, Product Marketing Manager
Jake (he/him) is a Brand Marketing Manager at YouTube where he develops and executes campaigns to build brand love with YouTube creators, artists, and users. Jake volunteers weekly as a Digital Crisis Counselor with the Trevor Project and is on the Young Leaders Council for First Tech Fund where he mentors high school students in NYC. In his freetime, he enjoys going to concerts, being outside (hiking, camping, running), and spending time with those he loves.

Kendrick Tang, Software Engineer Fellow
Kendrick (he/him) is the only member of the team born in Seattle. He is a software engineer working on improving scalability for Geo in Search. After being born, raised, and educated in Seattle, he is eager to improve accessibility to Seattle's benefit programs. He's also part of the Asian Googler Network in Seattle trying to foster community within Google and with Seattle's APA community. In his freetime, he enjoys wearing masks in public, reading, cooking, and playing video games.

Lianne Okada Yi, Program Manager Fellow
Lianne (she/her) leads strategy and planning for Google Cloud's go-to-market incubation team. Prior to Google she worked in strategy and finance at Nordstrom, management consulting, and investment banking. Lianne was born and raised in Honolulu, HI and is a proud UW alumna. She lives with her husband, 3 kids, and chihuahua in Ravenna and is eager to expand the accessibility of resources to Seattlites across the city. On the weekends you can find her making breakfast burritos in bulk for her deep freezer.

Natalie Sidhom, Software Engineer Fellow
Natalie (she/her) has been a software engineer at Google since graduating from University of Washington in 2016. Her main source of motivation for developing technology comes from the potential to improve the experiences and lives of her users. Most of her experience has focused on developing and improving user interfaces for Google Cloud, which has given her the delightful opportunity to work closely with UX designers and data scientists. Natalie loves to spend time in nature, both to adventure and to observe, and to ground and express herself through yoga.

Nathan Henderson, Software Engineer Fellow
Nathan (they/them) is a software engineer with a focus on infrastructure. They focus on building maintainable, flexible solutions to technical problems whose requirements can change frequently. They are invested in building tools that widen the availability of city services and expand the number of people that we, as a city, can help.

Neel Mehta, Product Manager Fellow
Neel (he/him) is a product manager and has worked on Google Search and Chromebooks during his time at the company. Earlier, he worked at Microsoft, the US Census Bureau, and the City of Boston's Department of Innovation and Technology. He also co-founded Coding it Forward, a technology and social impact nonprofit. Outside work, you can find him watching baseball, writing, geocaching around the city, brewing tea, or playing SimCity. Though he's only spent a short time in Seattle, Neel has also grown to love Top Pot Donuts, Molly Moon's Ice Cream, and the Mariners' King Felix.

Additional Googlers supporting in a 20% capacity (not full-time)

Mason Wooley, Technical Program Manager (20%)
Mason (he/him) has made the rounds as a designer, engineer, and entrepreneur. Now, he is helping Google Maps automate pipelines with ML as a Technical Program Manager to map the world more efficiently. Mason loves creative problem solving, helping non-profits, and salty snacks.
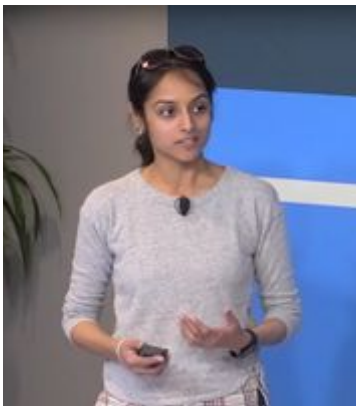
Nooreen Ismail, User Experience Researcher (20%)
Nooreen (she/her) is a qualitative UX Researcher and photographer. She currently leads strategic & foundational research on Google Cloud, and previously worked on G Suite (now Workspace). She is deeply interested in developing technology to support & increase wellbeing, health outcomes, and joy. Outside of work, Nooreen loves shooting 35mm film, discovering new music, & more recently, hiking in preparation to climb Mount Chimborazo.

Allie Miller, User Experience Researcher (20%)
Allie (she/her) is a mixed methods UX Researcher leading research on envisioning the future of mobile development with Firebase (Google's mobile app platform). She has previously worked with NYST on their COVID19 service discovery tool and has led UXR for Google.org's fellowship with The Trevor Project. When she isn't working. Allie can be found trying new recipes and playing video games with her boyfriend and 2 cats.

Preethi Srinivas, User Experience Researcher - Sprint Facilitator (20%)
Preethi (she/her) is a mixed methods UX Researcher leading research for the development of a UI toolkit for modern Android app development. She is passionate about developing experiences that solves pressing and complex social and economic challenges. Preethi loves listening to audio books and can be found volunteering at a local food bank or soup kitchen outside of work.