

Geoffrey Morris

UX, Product Design, Full Stack Developer

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Experience

Cycling '74 (20010-2014)

Usability Engineer

- Designed and implemented a welcome screen, reference system, and authorization panel in HTML/JS/CSS integrating online content and live data with our standalone desktop application.
- Guided new features and products (autosave/playback, tutorial system, revised interface mechanics, iOS integration, and many more) from concept to release through an iterative design process of research, sketching, wireframing, prototyping, testing, and revision.
- Conducted user testing, interviews, and analytics to increase understanding and guide development. Evangelized UX throughout the organization through video digests, blogging, workshops, and the formation of a Product Design Team.

Consulting and Freelance (2006-present)

UX, Product Design, Full Stack Development, Project Management, Education

- Afield - developing an Android audio app for creating spatialized field recordings, using both java and NDK based embedded C for audio processing.
- Powerhang - a messaging app for Android featuring Push notifications, a Firebase back end, and an Angular.js web interface.
- WJPerry Project - consultant to former Secretary of Defence William J. Perry. Designed and implemented web presence for this nuclear non-proliferation education non-profit.
- Envelop - open source project to develop an Ableton Live plugin for authoring 3D spatialized audio compositions.
- Futurefarmers - project manager and front end developer for this Tech/Arts collective. Flash, PHP, javascript, MYSQL, Illustrator, Photoshop.
- University of San Francisco - adjunct faculty in the Art and Architecture dep't. Taught classes on interactive technology and design.

Awards/Distinctions

- Featured in MOMA's "Talk to me" interactive technology exhibit.
- Recipient of the Artup grant for projects at the intersection of Art and Technology.

Skills

- Web/Mobile/Desktop: HTML5, JS (jQuery, Angular.js), CSS/SASS, Yeoman/Grunt scaffolding tools, SQL, Firebase, Push, Android, Processing, MAX/MSP.
- UX/Prototyping: Needfinding/Storyboarding/Personae development, wireframing, interactive mockups, user testing (in-house and remote), A/B testing, analytics.
- Design: Graphic Design (Photoshop, Illustrator), Sound Design (Protools, Ableton).

Education

Stanford University, BS, MS, Symbolic Systems, '06