Coulton Bunney
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What I've worked on

Lumo BodyTech Inc. *Palo Alto, CA*
Wearable startup that creates devices promoting healthier posture and activity habits

7/13 - present   Lead User Experience Designer
- Lead design of Lumo Lift iPhone app, utilizing insights from users via an iterative design process.
- Managed several pools of beta users who tested Lumo Lift over the course of six months leading up to the launch of the product.
- Produced interactive product prototypes using Quartz Composer, Origami, Flinto, and Balsamiq.
- Gathered user feedback on prototypes and beta apps through a variety of methods including interviews, in-person onboarding, and online surveys focused on the core value propositions of our product.
- Synthesized insights from users observed while managing beta testers.
- Collaborated closely with visual designer to ensure the entire website, purchasing, and app experiences were both consistent and delightful.
- Lead collection and analysis of longitudinal user data in order to validate design decisions and ensure the product met user journey expectations and goals.
- Worked directly with Head of Product to properly prioritize usability improvements and new features, staying ahead of engineering by at least three months at all times.
- Designed and coded company's website using PHP, CSS3, HTML5, and JQuery.

8/11 – 7/13   User Experience Consultant
- Designed initial iPhone application for Lumo Back product by utilizing and applying academic research from the field of persuasive technology and habit formation psychology.
- Recruited and managed company's very first user research participants.

ChalkSchools *Palo Alto, CA*
Education technology startup that helps educators manage paperwork

6/12 – 11/12   Co-founder and Front-end Developer
- Worked with teachers, administrators and IT departments to understand the needs for a paperwork management platform and how to integrate at an institutional level.
- Lead UI/UX development of ChalkSchools through several iterations and a significant pivot.
- Participated in extensive need finding while developing initial idea for product.
- Helped design and implement product's front-end web interface, coded in Ruby on Rails.

Center for Interdisciplinary Brain Sciences Research, *Stanford University*
Academic research lab focused on the study of genetically linked brain disorders in children

6/11 - 9/11   Research Assistant
- Designed research project targeting Fragile X Syndrome in adolescents.
- Gained a deep understanding of Near-Infrared Spectroscopy neuroimaging technique.

Education

9/09 – 6/13   Stanford University, Stanford, CA | GPA 3.7
Major: B.S. Symbolic Systems, focused in Human-Computer Interaction / *Minor:* Human Biology

Achievements
- **Co-Leader of *Project Compassion***, a Stanford group spreading kindness across campus through scientific exploration into compassion and random acts of generosity: http://bit.ly/stancc
- **Co-inventor of Bunney Button Patent**: I redesigned the hardware's primary interaction to allow for discreet interaction with the sensor without the need to remove the sensor from its position underneath user's clothing.

Skills I bring to the table
- User Research: Think-aloud protocol, heuristic/usability evaluation, user interviews, survey design, need finding
- Design: Photoshop, Quartz Composer, Origami, Sketch 3, Flinto, Balsamiq, Keynote, and Paper by 53
- Web: W3C compliant X/HTML, CSS, AJAX/JavaScript/JQuery, MySQL, Ruby on Rails, PHP