

Colleen McKenzie

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Education

Columbia University

B.A. in Computer Science and Neuroscience, *magna cum laude*, music minor
Class of 2012

Professional Experience

Researcher, Director of Operations

Median Research Group
Berkeley, CA
Jan 2018 – present

- Design new protocol to examine and reveal cruxes of entrenched disagreement in controversial academic fields
- Analyze trends in AI research with a focus on timelines and safety

Chief of Staff

Center for Humane Technology
San Francisco, CA
Apr 2018 – June 2018

- Filled interim role to help manage transition period, based on past work on core issues with Executive Director
- Accompanied Executive Director to speaking engagements and negotiations, including to meetings with MEPs and EU Commissioners and Macron staffers
- Managed excess fundraising, staffing, communications, and strategy concerns with COO

Product & Organizational Strategy Consultant

Self-employed
June 2017 – Mar 2018

- Worked with startups and small businesses on roadmaps for future product changes
- Analyzed internal org structures, offered redesigns to avoid inefficiency and miscommunication
- Interviewed organizations' clients on their behalf to understand product use patterns

Software Engineer

Google Surveys, Google Inc.
San Francisco, CA
Feb 2015 – May 2017

- Completed nine-month engineering rotation and passed Google's SWE interview process to transfer roles
- Rewrote survey creation flow frontend to increase UI and code clarity and decrease latency
- Built new survey management page to improve UX and new internal ops team page to speed review flow
- Designed UIs and components; frequently wore SWE, PM, and UX hats at once

Product Manager

Search, Google Inc.
Mountain View, CA
Aug 2013 – Feb 2015

- Point person for miscellaneous Search UI needs: prioritized feedback, designed fixes, managed QA processes
- Designed cross-device coordination product from idea to spec; managed development team across three offices

Product Manager

Shopping & Ads, Google Inc.

- Spent first six months managing two separate teams in parallel (Reviews and Promotions)

Mountain View, CA
Sept 2012 – July 2013

- Developed a strategy for product reviews on Google Shopping through competitive analysis and UX research; designed and specified necessary features
- Defined requirements, worked with UX and engineers to implement Shopping promotion features

**Associate Product Manager
Intern**

Google+, Google Inc.
Mountain View, CA
June 2011 – Aug 2011

- Developed and independently conducted interview research to inform product design
- Designed and pitched function and interface for a new Google+ product feature
- Recruited and participated in engineering team to build feature to specifications

Co-founder, Developer

Miagolo Design
New York, NY
Aug 2010 – May 2012

- Founded and promoted small web development company with former classmate
- Design and implemented sites to client specifications; advised on hosting and content management

Other Projects

Ariadne

Sept 2017 – Jan 2018

Ariadne is a different kind of social network, where groups of collaborators post and respond to longform articles and track which information they believe. Overview at collegraphy.com/ariadne.

Roles: project manager, UX designer, lead developer

Feynstein

Jan 2011 – May 2011

Feynstein is a language designed for making physical simulation accessible to those who want to experiment with physics but who do not have significant experience in computer science. Whitepaper at collegraphy.com/feynstein.

Role: Project Manager, contributing developer