

Fravic Fernando

DESIGNER • FRAVIC.COM

EMPLOYMENT

Atomic

UX Engineer, San Francisco
22 months (Jul 2013 - Present)

Designed visuals, prototypes, and wireframes for three portfolio companies. Worked closely with multiple engineering and product teams, simultaneously:

Accuvit - Powerful transcripts and analytics for inside sales

Everalbum - Mobile photo app: 1.7 billion photos backed up

Zenreach - Marketing tools loved by 1000+ businesses

Twitter

PM Intern, San Francisco
4 months (Summer 2012)

Shipped features to drive user retention. Examined data to make product decisions. Connected engineering to design and other stakeholders.

Microsoft

UX PM Intern, Bellevue
4 months (Winter 2012)

Prototyped data-driven UIs for Bing Mobile. Ran user studies at Microsoft's UX labs. Worked with designers and developers to improve image search.

Facebook

Front-End Intern, Palo Alto
4 months (Summer 2011)

Developed front-end features for the homepage News Feed. Iterated quickly alongside designers to build product improvements based on usability studies.

Facebook

Data Science Intern, Palo Alto
4 months (Fall 2010)

Studied Facebook user data using MapReduce. Visualized and presented results. Wrote an internal HTML5 canvas app to visualize data pipelines and dependencies.

XMG Studio

Intern, Toronto, 4 months (2010)

Developed an iOS game framework using Open GL ES, and prototyped two games on the framework.

Xtreme Labs

Intern, Toronto, 4 months (2009)

Developed web apps (Ruby on Rails, Flash) and iOS apps for the clients of Xtreme Labs (now part of Pivotal Software).

OTHER PROJECTS

Facebook Hack

Dec '12

Built an iOS app that won the 2012 Facebook Global Hackathon using NLP and speech-to-text libraries.

CoverPhotoFinder

Sep '11

Built a cover photo sharing site that was covered by Mashable. Monthly page views: ~350,000.

CuriousSnakes

Aug '11

Created a visualization of AOL search data. Won a visualization competition at Adobe's SF HQ.

INTRO

Hey there! I used to be a developer, but people now call me a designer. With just two years of working design experience and two years of internship (PM/dev) experience, I'm fresh, focused, and eager to learn.

TOOLS

Design: Photoshop, Illustrator, InDesign, Origami, Framer.js, InVision, Pencil, Whiteboard

Development: JavaScript, Polymer (web components), React, Node.js, Jekyll, Swift (for prototyping), SASS, CSS, HTML

EDUCATION

University of Waterloo
5 years (Sep. '08 - Apr. '13)
Bachelor of Software Engineering

CONTACT

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