

GABRIEL MARTINEZ

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gabemartinez.me

EXPERIENCE

Microsoft

Program Manager Intern, Redmond WA | Summer 2017

- Deployed in-home research study exploring use of Cortana in homes.
- Designed and fabricated hardware prototypes for study.
- Constructed product specification, pitch, and research report to drive feature development for upcoming releases based on research data and insights.

Harvard Art Museums

Student Application Developer, Cambridge MA | Feb 2016 - Dec 2016

- Redesigned events planning and management system for the museums.
- Designed wireframes and web application to replace existing workflow.
- Compiled requirements documents based on interviews with staff and built prototypes using Laravel PHP, Materialize CSS, and Vue.js.

Over

UX Design Intern, Cape Town, South Africa | Summer 2016

- Designed new animation feature for image and design editing app.
- Produced market analysis, wireframes, and hi-fidelity, clickable prototypes.

LEADERSHIP

Computer Science 1, Harvard SEAS

Teaching Fellow, Cambridge MA | Jan 2017 - Present

- Prepared and taught weekly section, led office hours, graded problem sets, exams, and projects for introductory Java course taught by Dr. Henry Leitner.

Harvard Undergraduate BGLTQ Business Society

Vice President of Design + Communication | Jan 2016 - Present

- Design and distribute publicity material, mailings, and event notifications for organization events throughout the year.
- Manage and update website and social media for organization.
- Communicate with industry professionals resulting in greater sponsorship.

Harvard-Radcliffe Modern Dance Company

Co-Director, Choreographer, Former Designer | Sept 2014 - Present

- Lead a company of 70 through semesterly auditions, weekly company classes and rehearsals, and semi-annual productions.
- Coordinate two \$2500 budget productions involving set design, lighting, projections, technical requirements, choreography, and guest artists.

EDUCATION

Harvard University

Cambridge, MA May 2018
B.A. in Computer Science,
Secondary in Architecture
Studies

The Bishop's School

La Jolla, CA May 2014
Graduated with honors

COURSEWORK

User Experience Design
Artificial Intelligence
Designing for Desirability
Research Topics in Human Computer
Interaction
Design and Ethical Challenges of AI
Computer Aided Machine Design
Social Psychology
Modern & Contemporary Architecture
Abstraction & Design in Computation
Electrical Engineering

TECHNICAL SKILLS

Sketch	● ● ● ● ●
InVision	● ● ● ● ●
Adobe Suite	● ● ● ● ○
Rhino 3D	● ● ● ● ○
Fusion 360	● ● ● ○ ○
JavaScript	● ● ● ○ ○
Java	● ● ● ○ ○
C	● ● ● ○ ○

INTERESTS

Product Management
User Research
Product Design
Artificial Intelligence
User Experience
Architecture
Sustainability