

Jacob Chvatal Computational Designer github: jakeisnt linkedin: jacob-chvatal

Formally trained engineer and self-taught product designer. I am passionate about the intersection of technology and the creative arts, in all its forms. Born, raised, and currently residing in the San Francisco Bay Area. Willing to relocate.

Work

UBER DESIGN ENGINEER FEB. 2018 TO PRESENT	<ul style="list-style-type: none">Designed and built a suite of tools to help a team of 300+ designers do their best work. Involved in all stages of the product development process, from concept to mock to production code.Contributor to Base, the Uber design system, powering experiences seen by millions worldwide.
UBER SOFTWARE ENGINEERING INTERN MAY 2017 - AUGUST 2017 CHARTBEAT SOFTWARE ENGINEERING INTERN JUNE 2016 - DEC. 2016	<p>Growth and internal tools. Helped create improvements to the Uber driver signup flow, increasing UberMOTO registrations in Jakarta, Indonesia by 3 pct.</p> <ul style="list-style-type: none">Front-end engineer at a 75 person startup.Created a "trending topic" discovery tool, helping attract and retain clients (e.g. New York Times, the Atlantic, CNN). Contributed to core product redesign using React and Angular.

Education

UC BERKELEY BA, COMPUTER SCIENCE 2014-2017 3.3 GPA	<p>HCI emphasis. Extracurricular highlights include:</p> <p>Teaching front-end web development at Cal Hacks, the worlds largest collegiate hackathon</p> <ul style="list-style-type: none">Leading design for Hackers@Berkeley, the worlds largest STEM organization. Marketed and promoted weekly events with as many as 1,000 attendees.Creating a zine with lyrics generated by a recurrent neural networkCreating a protest communication network post-2016 election, sending alerts to 500+ students dailyWriting a viral investigative article about "white student unions", receiving worldwide press coverage (NYT, CBC ancouver, Washington Post, etc.)Prototyping a text input system for the Microsoft Hololens using Framer and Unity
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Skills

DESIGN TOOLS	Figma + Sketch + Adobe Creative Suite + Framer
PROGRAMMING LANGUAGES + FRAMEWORKS	6+ years of experience in web development (React, Node, Angular). Familiar with mobile (Android + iOS) environments as well as prototyping in Unity.