Jeffrey Bergier

✈ jeffburg (at) jeffburg (dot) com

🌐 www.jeffburg.com

📍 Chiyoda-ku, Tokyo-to

TL;DR

Product Manager - 3 years

iOS and Mac Software Engineer - 7 years

UX Interaction Designer - 4.5 years

Bachelor of Science in Industrial Design

Experience

Senior Product Manager, Woven Planet, Tokyo

April 2021 – Present: Senior Product Manager

September 2020 – April 2021: Product Manager

At Woven Planet, I work directly with many Toyota leaders in order to learn and understand the issues the automotive industry experiences with developing software. I work directly with Woven Planet engineers, architects, and designers to design, roadmap, and implement tools and automation solutions. Our tools provide real value to Toyota engineers by helping them manage the ever-increasing complexity of their software while improving safety and reliability.

Engineering Manager, Mercari Inc., Tokyo

January 2020 – Present: Engineering Manager

January 2019 – January 2020: iOS Software Engineer

Mercari is the largest C2C marketplace in Japan. The iOS app is used by millions and processes financial transactions, so the tolerance for quality issues is very low. Engineers at Mercari have diverse skillsets. I am a mentor to Junior iOS developers as well as a a mentee to senior iOS developers. The team is constantly learning, changing, and growing; Its a very exciting environment. Engineering Managers at Mercari have one priority; keeping reports happy at work and in life. We do this in many ways including keeping the development process smooth as well as fostering the career aspirations of reports.

iOS Software Engineer, Topology Eyewear, San Francisco

May 2017 – September 2017, Full Time

September 2017 – December 2018, Part Time Remote Work

Topology Eyewear is an incredible startup in San Francisco. The application performs sophisticated video recording and machine learning to construct an accurate 3D model of the user's face. That 3D model is then used to make glasses that are individually CNC machined to fit. I worked on many of the screens and UI elements for the app. I also worked on integrating the in-app support system that contained full support for deep linking from any part of the app to any other part of the app.

UX Interaction Designer, Riverbed Technology, San Francisco

January 2013 – May 2017

When I started at Riverbed, there was no design team at all. My coworker and I crept our way into every part of the engineering organization and proved the value of UX to the company. Since then, an entire UX team has formed with a Director of UX, a user research, a visual designer, and an interaction designer (me). We all work directly with engineers and product managers, and customers to solve problems.

At Riverbed, our customers have huge networks. Many of our customers have over 1000 Riverbed appliances distributed all over the world. My work involves designing interfaces that make configuring, troubleshooting, and upgrading Riverbed Appliances easy. Because our customers have so many appliances each, the real challenge at Riverbed is making it easy to do all of those operations in bulk.

iOS Dev Teacher, General Assembly, San Francisco, December 2015 – September 2017

Volunteer Organizer & iOS Dev Teacher, MobileBridge, San Francisco, 2014 – 2017

User Experience Designer, Woopra, Inc., San Francisco, 2012 – 2013

Organizer / Teacher, Industrial Design Outreach, San Francisco, 2011 – 2012

Genius, Apple Store, Burlingame, California, 2007 – 2009

Education

Bachelor of Science in Industrial Design

San Francisco State University

Industrial Design, San Francisco State University

Fall 2008 – Spring 2011

Product Design, Brunel University, London

Autumn 2009 – Spring 2010