

# NIKHIL MANE

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## EDUCATION

### UC Berkeley, School of Information

Master of Information Management & Systems 2016 (anticipated)  
(Product Management Focus)

### University of Mumbai, India

Bachelor of Computer Engineering, with Distinction 2011

## EXPERIENCE

### Product Design Intern, Amazon, Kindle Content 2015

- **Conducted** user research via contextual interviews to identify discoverability issues on Kindle Unlimited.
- **Identified** short term fixes for search, wishlist and book discovery to be implemented during my internship.
- **Created** product insights for the Kindle Store including two new features from my research.
- Built a case for each **recommendation** using quantitative data.
- Designed **explorations** for the Kindle Unlimited storefront.

### Design Consultant, OhMyCause! 2015

- **Designed** the logo and visual identity for an early stage that aims to connect volunteers to nonprofit organizations.

### Software Engineer, ConsultSpace Innovation, Atos 2013

- **Implemented** and tested a file transfer system over low bandwidth, unreliable networks using a data-driven approach.
- Identified key **metrics for success** then tested and improved the system based on those.

### Software Engineer, ConsultSpace Innovation, Atos 2012

- **Owned** the design and development of a **platform-agnostic** health monitoring mobile app working with a cross-functional team.
- **Initiated** and **implemented** a development archetype for future products in the Social-Cloud-Mobile domain.

### Software Engineer, Programma RNI, Atos 2011

- **Gathered and analyzed** requirements for components of an enterprise web application for the Dutch government.
- **Evaluated** code quality metrics for successful delivery and handled releases as a Build and Deployment Manager.
- Developed **automation testing framework** for the web application using Selenium that improved code coverage by 25%.

### Co-founder & Managing Editor, Simple! Magazine 2009-11

- **Managed** workflow of an online magazine, **defined** creative direction, and set **schedule** to make sure publishing is unhindered.

## PROJECTS

### Google Glass to Help the Blind:

Contextual Inquiry and Observation, Affinity Diagramming, Personas, Prototyping, WearScript Development, Heuristic Evaluation, Usability Testing.

### Hearst Museum Hackathon [First Place]:

UI Design & Development to increase access to the Hearst Museum's digital archive.

### Play Hackathon [First Place]:

Prototyped and Developed an Android app for local SMBs.

### Lean Launchpad:

Customer Discovery & Development, and Presentations to discover Product Market Fit for a healthcare startup.

### TweetDay:

Data Visualization project to create a visual snapshot of a Twitter user's day.

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## SKILLS

**Technical:** Java, Python, Sencha Touch, HTML5, CSS3, Javascript, JQuery, SQL, Tableau, D3, Highcharts.

**Design:** Sketch, InVision, Illustrator, Framer Studio, 3D Prototyping.

**Product:** Agile Engineering, Customer Development, Data Visualization, Content Strategy, Social Media Management.

**User Research:** Contextual Inquiry, Participant Observation, Affinity Diagramming, Personas, Formative Evaluation, Usability Testing.

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