

EDUCATION

University of California, Berkeley

Master of Information Management & Systems, 2013

BA in Architecture, 2006

Minor: Ecological Design

SKILLS

Programming

Javascript / ES6; HTML & CSS; Polymer & web components; d3.js; Node.js; Python; Django; SASS; Arduino & other microcontrollers

Expertise

Data visualization; rapid prototyping; design systems; HCI; tangible product design; graphic and web design; statistical analysis; equally comfortable working in teams and independently.

Design Software

Adobe Creative Suite (Illustrator, InDesign, PhotoShop); Lightroom; Solidworks; Eagle PCB; AutoCAD

Research

Qualitative and Quantitative research experience: survey design, implementation, and analysis; contextual inquiries; interviews; experimental research; simulations; case studies; field work

WORK EXPERIENCE

1/2016 TO present

Sr. UX Design Technologist; GE Digital: Predix UI

San Ramon, California | <https://www.predix-ui.com/>

As part of GE's Design & Experience studio, I work on the Predix UI team to architect and develop the Predix Design System for GE's industrial IoT platform.

My specific contributions include:

- Owning, architecting, and developing Predix UI's px-vis data visualization framework and customizable chart components.
- Implementing and maintaining web components in Polymer using HTML, Javascript, & SASS / CSS
- Implementing theming and internationalization / date-time / number formatting on components
- Providing support for Predix UI's users & developers on subjects ranging from using our web components, Polymer, the Predix Design System, and data visualization.
- Building Gulp tasks and Node scripts to automate tasks.
- Maintenance of Predix UI's enterprise-scale CSS framework

Tools/services include: Polymer; d3.js; SASS; Inuit CSS; Continuous Integration & Continuous Delivery; Web Component Tester using Mocha & Chai; Gulp; Grunt; Git & Github; Travis CI



11/2013 TO 9/2015

UX Design and Prototyping Engineer; Harman Future Experience Team

Palo Alto, California | <http://www.harman.com/>

Third member of Harman's future experience (FX) team, performing top-down vision driven research and engineering in UX. The team's charter is to come up with novel UX that spans all areas of Harman and beyond, exploring new interaction paradigms, synergies with existing products, new product areas, and, more broadly, advancing user experience at Harman. In this role, we influence roadmaps and R&D, from the automotive to consumer to professional divisions, collaborate with all HCI and HMI related teams at Harman, and work on future-proofing all UX.

My specific responsibilities include:

- Ideation, writing Invention Disclosure Reports (IDRs)
- End-to-end prototyping and creation of UX demos
- Product management and guiding product ideas from concept to prototype and onwards to product groups
- Researching & experimenting with new technologies, sensors, and toolkits
- Competitor analysis
- Interviewing new full-time candidates and interns
- Managing contractors
- Building up a prototyping lab space

6/2013 TO 10/2013

Frontend/UX Engineer; Building Robotics

Oakland, California | <http://www.buildingrobotics.com/>

Responsible for implementing a redesign of their main product, Comfy.

- Developed the new fully responsive frontend using HTML5, CSS3, and javascript.
- Designed for mobile and desktop
- Implemented advanced map selection with Leaflet
- Custom animations with SVG
- Worked on Django backend developing/modifying views, routes, models, and writing tests.
- Javascript libraries included: Leaflet with custom building plan images to create scaleable building-level maps with clickable hotspots; Django; jQuery; Bootstrap,

5/2012 TO 8/2012

Technical Program Manager Intern; Google: Fusion Tables

Mountain View, California | <http://www.google.com/fusiontables/>

Successfully completed my internship project by bringing the State of Oregon Department of Human Services on-board to host data through Fusion Tables

- Wrote Python scripts to process datasets and connect to Fusion Tables through the API.
- Developed information visualizations using Gviz charts, Google Map, and d3.js
- Developed functional prototypes using a Chrome Extension to inject scripts and html into existing pages to mock up possible features and functionality.
- Assessed and suggested features needed to support specific user-group work flows
- Developed UI mockups for new features and conceptual mockups and wireframes demonstrating the trajectory and long range goals of the product