elliot Nahman

cell · (510) 473-7436 | email · elliot@ischool.berkeley.edu | portfolio · www.ElliotNahman.com

EDUCATION

University of California, Berkeley
Master of Information Management & Systems, 2013

BA in Architecture, 2006
Minor: Ecological Design

SKILLS

Programming
Javascript; web components; d3.js; HTML; CSS; SVG; HTML Canvas; Node.js; AST; SASS; frontend development

Expertise
Data Visualization; Design Systems; Accessibility; WCAG; frontend / javascript performance; API design; User Experience Design; rapid prototyping; HCI; Arduino & microcontrollers

Software
VoiceOver; NVDA; JAWS; ZoomText; Adobe Illustrator, InDesign, Photoshop, Lightroom

Leadership
Jumpstarting new projects and teams; mentoring junior engineers; cross-team and cross-functional coordination; scoping and defining technical feature work

WORK EXPERIENCE

5/2018 to present

Sr. Staff Software Engineer; ServiceNow
Pleasanton, California | https://www.servicenow.com/

Founding member of ServiceNow's Now Design System team and tech lead for the data visualization portion of the design system. The design system as a whole is key to ServiceNow's UI re-platforming strategy aimed at creating modern web app experiences, and providing cohesion and design consistency to independent, decentralized engineering groups. After almost 4 years in that role, I am now the architect on the Web Platform Accessibility Team. The WPA11Y Team is a brand new team devoted to defining and coordinating cross organizational accessibility efforts, both to improve the platform in general and reach WCAG 2.1AA conformance.

As the tech lead in data vis, I architected and developed an internal charting library that provided highly customizable and reusable chart web components. Some key features of the library include theming, accessibility best practices, internationalization, and imbuing data visualization best practices into every chart.

My work resulted in more performant, feature rich charts and directly impacted the way visualizations at ServiceNow are conceived and configured. I worked with the business units to rethink their visualization needs and approaches, and the features offered to the end users.

I also spearheaded a large hiring push on the design system, growing the engineering team by 30%. I standardized our interview process, developed an official set of interview questions, and created metrics to fairly judge candidates' performances.

As an architect on the Web Platform Accessibility Team, I work across the entire ServiceNow platform to engineer accessibility solutions for dozens of engineering teams as we work towards building a more accessible platform. I work with leadership across the company and across functions to scope, coordinate, and plan accessibility goals and features. My work accelerated delivery of a11y goals in a highly interdependent platform ecosystem and created foundational capabilities in the platform to enable future improvements at a faster pace.

elliot Nahman

1/2016 TO 5/2018

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