elliot Nahman

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EDUCATION

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

BA in Architecture, 2006
Minor: Ecological Design

SKILLS

Programming
Python; HTML & CSS; JavaScript & jQuery; AngularJs; d3.js; JSON; Django; Node.js
Arduino & other microcontrollers, xbee wireless radios

Research
Qualitative and Quantitative research experience: survey design, implementation, and analysis; contextual inquires; interviews; experimental research; simulations; case studies; field measurements

Design Software
Adobe Creative Suite (Illustrator InDesign, PhotoShop, Fireworks, Flash/Action Script 3); Lightroom; Axure; Balsamiq; Solidworks; Eagle PCB; AutoCAD

Expertise
Rapid prototyping; HCI; tangible product design; data visualization; graphic and web design; product management; cost estimating/budgeting; statistical analysis; detail-oriented; equally comfortable working in teams and independently.

WORK EXPERIENCE

11/2013 to present

UX Design and Prototyping Engineer; Harman Future Experience Teaam
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 all user experience at Harman International. In this role, we influence roadmaps and R&D across all of Harman, 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.

In particular, I have worked a lot in the automotive space, exploring new interaction paradigms, conducting literature reviews of academic and industry papers, and exploring technologies to assess a driver's cognitive load, such as neural sensors, eye gaze trackers, and more.

My specific responsibilities include:

- Ideation, writing Invention Disclosure Reports (IDRs), and collaborating with lawyers to file patents of new ideas
- 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

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6/2013 to 10/2013

Frontend 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 and animations with SVG elements
- Worked on Django backend developing/modifying views, urls, connecting to models, and writing tests.
- Javascript libraries included: Jquery, Twitter Bootstrap, Leaflet with custom building plan images to create scaleable building-level maps with clickable hotspots

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

8/2010 to 5/2012

Research Associate; Institute for the Sustainable Performance of Buildings
Berkeley, California | http://www.su-per-b.org/

Built educational software to teach building industry professionals about building systems, installation, and integration. Projects included: CEC Learn Green Buildings software, DOE/NIBS Weatherization training program, DHS/NIBS building design tool, among others.

- Managed contractors including developing scopes of work and reviewing their submissions.
- Acted as building science technical lead for the projects
- Worked with stakeholders and educators to ensure the product met their needs.
- Produced technical and pedagogical reports for the projects
- Created graphic materials/assets.
- Conducted parametric energy simulations using Energy Plus

AWARDS AND GRANTS

- Dr. James R. Chen Award for Enhancing Information Systems, May 2013
- 1st Place: MIMS 2013 Final Project Video, May 2013
- Best Project: Interactive Device Design, Fall 2012
- 3rd Place: Mobile User Experience Design, Fall 2012
- UC Berkeley Green Initiative Fund (TGIF) Grant for 2009 and 2010 for a total of $114,000 towards the development of water monitoring infrastructure on the campus
- American Society of Heating, Refrigeration, and Air-Conditioning Engineers (ASHRAE) Golden Gate Chapter Scholarship, 2009