



Nicolas Munley  
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## Summary

San Francisco based UX designer utilizing my past experiences and newly developed design skills to produce data-driven functionality and aesthetically pleasing solutions.

## Recent Projects

**Fruition Brewing** | Web page re-design of breweries website

- UX, Research, Information Architecture and Web Design
- [www.fruitionbrewing.com](http://www.fruitionbrewing.com) (website built based on re-design using Wix in order to give client control)

**Newlocal** | Location-based iOS application

- Lead designer, UX, Branding, Research, Information Architecture, Prototype and Testing
- [View InVision prototype](#)

## Experience

**Uber ATG** | Engineering Operations Technician

Aug. 2016 - Present

- Defined requirements and criteria to drive decisions regarding a connected worker solution to increase efficiency or the R&D technician team
- Data analysis and platform triage leading to improved troubleshooting processes which helped drive hardware engineering development

**Ottomotto LLC.** | Engineering Operations Technician

Feb. 2016 - Aug. 2016 (*acquired by Uber Aug. 2016*)

- Assisted with truck retrofit and helped develop a truck-build inventory system using QR codes to ensure repeatable and safe builds of self-driving trucks
- Managed a small team that annotated and QC'd images which lead to decreased development time of our perception system
- Analyzed potential acquisition of a company that would be able to replace our labeling workforce/needs

**Google Inc.** | Program Manager - Operations (Self-Driving Cars)

June 2012 - Dec. 2015

- Coordinated and managed the logistics and documentation of various tests for onboard engineering, systems engineering, mechanical engineering, UX, public relations/marketing, and business development
- Helped run and develop procedures for conducting UX studies for various aspects of the self-driving car
- Played a key role in designing our training mechanisms that were used to grow the self-driving car operations team to over 100 contractors, while maintaining the highest level of safety

## Skills

Visual Design  
UX/UI Design  
Project Management  
User Research & Testing  
Brand Strategy & Identity  
Information Architecture  
Personas & User Stories  
Wireframing & Prototyping  
Agile and Scrum

## Programming Skills

### Working Knowledge

HTML  
CSS

### Basic Knowledge

JavaScript  
SQL  
Linux  
CSS Grid

## Tools

Adobe Creative Suite  
Sketch  
Figma  
InVision  
Usability Hub  
GitHub  
Maze  
Typeform  
Marvel App

## Education

**Bloc** | UX/UI Design and Development  
Apprenticeship | Feb. 2017 - Aug. 2018

**CSU Chico** | BS Civil Engineering |  
Aug. 2005 - May. 2010

