

Shea Molloy | Experience Design for AI/ML

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To the AI-first Adobe Design team:

I'm reaching out having spoken with some members of this team to express my interest in the Experience Design for AI/ML position. In my current role at Adobe, I work on the [Vectors and Illustrations](#) collection development for Adobe Stock. This has allowed me to explore technical troubleshooting, product integrations, creative direction, [research](#), and [trend forecasting](#) in the world of visual content, and my work outside of Adobe explores more front-end development, product development, research and design. Using skills from prior jobs as well as my studies at Parsons and volunteer work, I've been able to [build web tools for artists](#), participate in [Adobe Stock hackathons](#), and help develop strategic [ideas across Stock](#) in ways that extend beyond the data analysis and creative direction focuses of my role on the Adobe Stock Design Content Team. I'd love to apply that imagination and insight more directly to my daily work.

In addition to my role at Adobe, I work with a [community-owned wifi project in New York called NYC Mesh](#), freelance with the [creative agency Rayogram](#), and am studying at Parson's New School pursuing a Masters of Science in [Data Visualization](#). These projects allow me to work with prototyping tools and front end technologies that keep me up-to-date with languages and best practices. With NYC Mesh, we're building new imaging tools for improve installs, archives, and documentation for new projects, often researching CV to do so. In my studies at Parsons, I have been using HTML, CSS, and jQuery as well as p5js, Python, C++, and AWS to explore modern methods of data visualization, [data collection](#), [AI research](#), IoT projects and [machine learning models](#). My freelance work with Rayogram consists of in-depth user research in addition to [interactive prototyping using Adobe XD and HTML/CSS](#). I see all of these skills as useful in my larger understanding of technology in my current role and I integrate them wherever I can. I am working to develop my ideation and prototyping skills even further and I believe that an experience design role on an exploratory and innovative team, especially one working with Sensei, would be a great fit for strengthening those skills.

My strengths primarily lie in the creative side of technology, but many of my projects require me to set up testing environments and content for myself using my own or others' tools. As such, I invest a great deal of energy in thoroughly understanding how new technologies work and incorporating those findings into new projects. Furthermore, my advanced background in Creative Cloud applications (10+ years in Photoshop, Illustrator, InDesign) provides extensive insight into Adobe's long-tail user experience goals and audiences. I aim to be able to push these skills even further on a team looking towards the future of technology and how to make it accessible to everyone.

Thanks for your time,

Shea Molloy