

Shea Molloy | Design Prototype Engineer

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To the CC Lite Prototyping Team:

I am reaching out having spoken with a few Adobe employees and being more convinced than ever that this team is a complete intersection of my interests and values as well as my skills from my current role and my work outside of Adobe. 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, writing, and trend forecasting in the world of visual content, but my work outside of Adobe is more in front-end development and design. Using skills from prior jobs as well as my studies 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 Content team in New York.

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 using netlify and Vue JS to update content, specs, and documentation on a regular basis. In my studies at Parsons, I have been using HTML, CSS, and jQuery as well as p5.js, Python, C++, and AWS to explore modern methods of data visualization, data collection, 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 hope to develop my ideation and prototyping skills even further and I believe that CC Lite is examining interfaces and creativity in a way that would build on those skills.

My strengths primarily lie in the creative side of technology, but many of my projects require me to set up development environments for myself using my own or others' tools. My daily use of version control tools such as git and my increasing use of AWS and database systems encourages me to explore roles that challenge me, and my advanced background in Creative Cloud applications (10+ years in Photoshop, Illustrator, InDesign) provides extensive insight into Adobe's long-tail user experience goals. I hope 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