ray-mon.com

# { PROFESSIONAL EXPERIENCE }

### **Principal Product Designer**

Medium (Reader Experience) ··· January 2019-October 2020

- + Lead the redesign of Medium's Android & iOS apps up to public beta in Summer 2020; collaborate with product managers & executives to realize the product vision & align with the business strategy; coordinate efforts with multiple designers & scrum teams from both reader & creator experience groups as part of the larger product redesign initiative
- + Lead design of reading list on mobile, which enables readers to save stories & personalize their reading experience on Medium; oversee the product launch that resulted in a 16% usage increase over six months
- + Manage & mentor a designer on the team
- + Revise the process for design <> engineering collaboration within the agile framework to improve working velocity & product quality
- + Champion accessibility initiatives & push for cross-function alignment between design, engineering, product, & user happiness; conduct audit across web & mobile surfaces to identify & prioritize issues; build a playbook with engineering to define & enforce accessibility practices
- + Write & publish a content guideline to clarify & standardize the use of language across product surfaces

#### Staff > Senior > Lead Product Designer

Salesforce (Analytics UX) ··· February 2017–December 2018 Salesforce (Platform UX) ··· July 2014–February 2017

- + Lead design of conversational queries in Einstein Analytics, which lets users ask questions about their own data & receive answers as interactive charts, which enables further explorations & insights
- + Lead design of onboarding, product education, & troubleshooting experiences in Einstein Analytics; systemize the design patterns so they are reusable in other Salesforce products
- + Design Lightning dashboard subscription experience, which lets 4.2M+ daily dashboard users receive
  a snapshot of their dashboard via email; create prototypes & collaborate with engineers to build a highquality solution that works within the limits of email technologies
- + Lead design of folder management & sharing up to its release in Summer 2018, which addresses the #3 most requested feature by Salesforce customers
- + Act as head editor of Salesforce UX blog; evangelize the blog internally and externally, helping it grow from 14K to 21K subscribers; formalize & document the publication process to bring clarity to the blog team & writers; build & deploy a custom Salesforce app to streamline & automate the publishing process
- Design & build Lightning Messaging Framework, a UX guideline for messaging patterns in the Salesforce ecosystem; collaborate with content strategists to create a holistic UI text library that works harmoniously with UI patterns; integrate the documentation into Salesforce's Lightning Design System
- + Design a refined forms experience as part of a larger product redesign; build a components library & user flows logic to bring clarity to various stakeholders, including product managers, engineers, & other designers; collaborate with accessibility specialists to build an experience that's accessible out-of-the-box; integrate the components into Salesforce's Lightning Design System, used by 50+ scrum teams internally

### **Design Intern**

Salesforce ··· Summer 2013

- + Design mobile web templates that enable 2M+ Salesforce developers to build cross-platform mobile applications rapidly in conjunction with other tools in Salesforce Platform Mobile Services
- + Conduct user research & design a new concept for Salesforce's process automation tool (workflows & approvals), which is used by more than 100K organizations

# **Senior Associate Front-End Developer**

Acquity Group (acquired by Accenture Interactive) ··· 2011-2012

- + Develop rich front-end desktop & mobile web interfaces that integrate with platforms such as Demandware to deliver the best custom e-commerce experience
- + Educate both the clients & design team on web best practices to ensure that the team is delivering innovative but viable solutions

# { EDUCATION }

### **Master of Information Management & Systems**

University of California, Berkeley (School of Information) ··· 2014

- + Recipient of "Outstanding Teaching Assistant" award
- + Recipient of James R. Chen award for best project in the category of "Enhancing User Experiences"

# **Bachelor of Fine Arts**

The School of the Art Institute of Chicago (Visual Communication) -- 2007

# { TEACHING EXPERIENCE }

# **Teaching Assistant**

Information Visualization & Presentation / UC Berkeley (School of Information) ··· Spring 2014

# **Graduate Student Instructor**

Information Organization Lab / UC Berkeley (School of Information) ··· Fall 2013

# { SKILLS }

#### General

- + User experience & visual design
- + Information & data visualization
- + User research
- + Prototyping & front-end development

#### **Tools**

- Design & prototyping ··· Adobe Creative Suite (Illustrator, InDesign, Photoshop), Figma, Principle, Sketch
- Front-end development ··· CSS, d3, HTML, iQuery, Sass
- + Back-end development & database ··· MySQL, PHP, PostgreSQL, Python
- + Version control ··· Git, SVN
- + Misc ··· Arduino, R, Tableau, Wordpress

### Languages

- + English & Indonesian (fluent)
- + Spanish (advanced)
- + Chinese (beginning)

# { ACTIVITIES }

# **Public Speaking**

- + Uber Visualization Nights ··· 2018
- + Cascade SF UXNight ··· 2018
- + Dreamforce ··· 2016
- + AIGA ··· 2016

## Volunteer Work

- + Indivisible ··· 2020
- + SF Recreation & Park Department ··· 2018
- + GLIDE ··· 2018
- + Project Homeless Connect ··· 2015-2018

# { PROJECTS }

# dailyvote

**UC Berkeley** ··· 2013-2016

+ Co-found dailyvote, a platform to improve civic engagement through sharing news, voting on politicians, & tracking long-term opinions

# StreetSavvy

UC Berkeley ··· 2014

+ Lead design of a mobile mapping tool that provides a combination of time-sensitive data about safety, a way to define users' own safety preferences, & the ability to navigate a walking route "hands free"

# **Transit Quality & Equity**

Urban Data Challenge ··· Spring 2013

- + Design & build a data visualization tool that maps transit level of service & economic data to explore equity issues in transportation
- Share findings with city & tech groups, including San Francisco Municipal Transportation Agency (SFMTA), Young Professionals in Transportation (YPT), & d3 Bay Area

# { OTHER AWARDS }

### Runner-up

Urban Data Challenge ··· 2013

# Top 10 US Best Pictures & Top 10 International Best Pictures

Wikimedia's Wiki Loves Monuments ··· 2012