

John R. Bordoni

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EDUCATION

Aug 2016-May 2018

Georgia Institute of Technology

Atlanta, GA - Class of 2018

- Pursuing a Masters in Human-Computer Interaction with the goal of gaining more experience in the future of computer interfaces and exploring ideal relationships between hardware and software

Sept 2012-Jun 2016

Stanford University

Palo Alto, CA - Class of 2016

- Earned a degree in Engineering (focus in Product Design) with a GPA of 3.5
- Took classes in electronics, java/C++/C, mechanical systems, statics, dynamics, mechanics of materials, design (human-centered design, form building, business design), manufacturing, and smart products

WORK EXPERIENCE

Summer 2016

Product Manager Intern for Yahoo Mail

Yahoo Inc. - Sunnyvale, CA

- Extensively researched new capabilities available for iOS 10 release in the following fall, providing relevant information to the engineering team for future development
- Designed mockups that explored added functionality in notifications, widgets, and SiriKit in iOS 10
- Observed UX interviews on those mockups and used feedback to iterate for future tests with actual users
- Part of a team that won the Summer Hackday challenge for Yahoo Mail, imagining new geotagged stationery options

Summer 2015

Maker in Residence Intern

Kinoma/Marvell Semiconductor - Santa Clara, CA

- Developed prototypes of various Internet of Things products using the Kinoma Create JavaScript platform
- Worked on both solo (Gumball Skee-ball Machine, Smart Water Bottle) and group (Robot Control Chair) projects that were featured on the company blog
- Modeled prototypes in Fusion 360 and used 3D printers to create iterations of those designs

Summer 2013/2014

Intern in Software Department/Content Creator

System Studies Incorporated - Santa Cruz, CA

- Gained experience working in the environment of a small software department
- Learned the basics of how to manage and access a database as well as assisting in redesigning a tool for tech support
- Filmed and edited 3 installation videos with animations (total ~15 minutes) for use on their website

ACTIVITIES/PROJECTS

Feb 2016 - June 2016

Tuned

gettunedapp.com - Palo Alto, CA

- Part of a team of three creating a new social music playlist iOS application
- UX/UI designer for the team to create application flow and look
- Hosted events to test app idea and features to get feedback from actual users
- In charge of hiring and communicating with the external backend development team, creating documentation like wireframes and functional requirement documents
- Created content for website, Instagram, and Facebook accounts

2012-present

Collegiate Athletics - Cross Country/Track and Field

Stanford University, Georgia Institute of Technology

- Successfully walked-on the Stanford team twice, both freshman and sophomore year
- The only non-recruited male distance runner on the Stanford team
- Personal bests of 14:25 for 5K (indoor track), 24:01 for 8K (cross country)
- Named to Pac-12 Cross Country All-Academic team in 2013, 2014, and 2015, Pac-12 Track All-Academic team in 2016
- Finishing final year of athletic eligibility at Georgia Tech during the 2016-2017 season

SKILLS AND INTERESTS

- Manufacturing experience including welding, sandcasting, turning, milling, 3D printing, rapid prototyping, and PCB production
- Software: Balsamiq, Sketch, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Adobe InDesign, Solidworks, Fusion 360
- Coding experience with Java, C++, C, and JavaScript
- Experience with an assortment of camera equipment (both video and photo) and Arduino electronics