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STEVE JONES

PROFILE



I'm a graduate student and entrepreneur passionate about leading teams to build wicked awesome software products. I enjoy spending my time designing solutions to user problems, finding ways to organize things efficiently, trying new beers and satisfying my obsession of the Boston Red Sox.

EDUCATION



- M.S. Human-Computer Interaction** 2016 - 2018
Georgia Institute of Technology
 - Management of Technology Graduate Certificate
 - Grad. Research Assistant for Dr. Richard Henneman
- B.S. Computer Science** 2012 - 2016
University of Massachusetts - Amherst
 - Concentration: Software Engineering
 - Commonwealth Honors College
 - GPA: 3.45

LANGUAGES & SKILLS



DEVELOPMENT

HTML
CSS
JavaScript
JAVA
Scala
C
LESS & SCSS
AngularJS
Git

DESIGN

UX Research
User Testing
Rapid Prototyping
Graphic Design
Sketch
Adobe Suite
Balsamiq
WordPress
Video Production

WORK EXPERIENCE



- GAIN LIFE, INC.** SUMMER 2016
Product & UX Lead
 - Developed product vision & strategy working directly with CEO
 - Analyzed user needs & proposed, designed, implemented UX solutions
- TIMETRADE SYSTEMS INC.** SUMMER 2015
Software Engineer - Intern
 - Designed & developed TimeTrade's new Click To Check In web application
 - Researched, designed, & implemented UX improvements to 4 apps
- SEASCAPETECH** JULY 2010 - MAY 2016
Founder & President
 - Created over 30 WordPress websites for clients in a variety of industries
 - Managed a team of up to 3 developers
- UMASS STUDENT GOVERNMENT** 2013 & 2014
Secretary of Technology
 - Designed & developed SGA's "What To Fix" application
 - Met with CIO & VC of IT regarding UMass tech policy, funding, and strategy
- HYDROID INC.** SUMMER 2013
Web Development Intern
 - Designed & developed Hydroid's company intranet
 - Developed PHP plugin to manage of 100+ Windows Active Directory users
- EBSCO INFORMATION SERVICES** SUMMER 2012
User Experience Intern
 - Researched & proposed UX strategies for EBSCO Connection website
 - Analyzed mouse tracking, heat maps, and web traffic data

PROJECTS



- UNDERGRAD HONORS THESIS**
UX research of Google's Material Design floating action button
 - Design and develop mobile app to perform user testing of the FAB
 - Analysis and report of user testing results
- MOLECULAR PLAYGROUND**
Product Manager
 - Managed team of 10 undergrads to design & build web app for client
 - Lead 30+ meetings to create requirement spec, design docs, and test plan
 - Communicated with client & team to define a product vision & strategy
- PYND.IT**
Founder, Designer, Developer
 - Social event broadcasting app where user drops pin at location of event & users at event can up/down vote & comment on the pin
- MOOD.IO**
UX Lead
 - Led product design for 6 person team to build mood tracking Android app
 - Designed low & high fidelity prototypes - presented designs to client