

JOHN RAYMOND BORDONI

408.710.8618
jackbordoni@gmail.com
linkedin.com/in/jbordoni
jackbordoni.com

PROJECTS

Tuned

Feb 2016 - June 2016 - 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
- Created wireframes and functional requirement documents, used for communication with external backend development team
- Created blog posts and other content for website

Scavenger

Feb 2017 - May 2017 - Atlanta, GA

- Part of a team of four creating an app for explorers, foragers, and environmentalists to find and share plants in their local area in an Android app and Web app
- Project lead for UI/UX design
- Developed web application utilizing Google Maps APIs and Firebase APIs

RaceTrac Store of the Future

Jan 2017 - May 2017 - Atlanta, GA

- Part of a team of three, designed a concept Urban convenience store and fueling station for RaceTrac Inc.
- Interviewed both corporate and convenience store employees and observed customers within stores to drive insights
- Created a SketchUp mockup detailing the experience to show the solution

See more projects on my website!

ACTIVITIES

Collegiate Athletics - XC/T&F

2012 - Present - Stanford, Georgia Tech

- The only non-recruited male distance runner on the Stanford team, walking on twice
- Personal bests of 14:25 for 5K (indoor track), 24:01 for 8K (cross country)
- Currently, a volunteer coach for the Georgia Tech team

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 digital design and exploring ideal relationships between hardware and software
- Taking additional classes about management of tech firms, service design, healthcare design, and full-stack application design
- Working on a year-long Master's project with a major US airline to improve the air travel experience from a baggage perspective

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

May 2017 -
Present

UX Designer Intern

Roadie - Atlanta, GA

- Worked closely with 2 other UX designers and with the marketing and engineering teams to design and coordinate new features and bug fixes for a variety of user types and platforms (iOS, Android, and Web)
- Created Roadie's first driver feedback loop system, involving coordinating and leading discussions and interviews with Roadie drivers
- Conducted contextual inquiry sessions with an enterprise customer to understand how Roadie could better serve their needs, compiled those notes through affinity mapping, presented findings to the company, and designed features on all three platforms to address those needs
- Conducted a qualitative analysis of thousands of text entries using Python scripts to replace free-text fields in the app, eliminating a common pain point for users

Summer 2016

Product Manager Intern for Yahoo Mail iOS

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
- Created specifications documents for notifications and widgets in iOS 10 that are currently implemented in the app
- 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-based platform involving physical design, coding, 3D printing, and circuitry design
- Contributed blog posts on those projects that were featured on the company's blog to show off the platform

SKILLS

Manufacturing

3D printing
rapid prototyping
PCB design
basic machining

Software

Sketch
Framer
Principle
Pivotal

Trello
Adobe Illustrator
Adobe Photoshop
Adobe After Effects

Adobe InDesign
Solidworks
Fusion 360
SketchUp

Programming

Java
C++
C (Arduino)

JavaScript (NodeJS,
Express)
HTML/CSS