

# 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
- In charge of hiring and communicating with the external backend development team, creating documentation like wireframes and functional requirement documents
- Created blog posts and other content for website

### Scavenger

Feb 2017 - Present - Atlanta, GA

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

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)

## 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
- Taking additional classes about management of tech firms, service design, healthcare design, and full-stack application design with a current GPA of 4.0
- Working in the IoT group at Georgia Tech's Research Network Operations Center (RNO) to design and create the UX/UI of an iOS grill application that reports data from WiFi connected thermometers

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
- 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 platform
- Worked on both solo (Gumball Skee-ball Machine, Smart Water Bottle) and group (Robot Control Chair) projects that involved physical design, coding, and circuitry design
- Modeled prototypes in Fusion 360 and used 3D printers to create iterations of those designs
- Contributed blog posts on those projects that were featured on the company's blog to show off the platform

## SKILLS

### Manufacturing

3D printing sandcasting  
rapid prototyping turning  
PCB design milling  
welding

### Software

Sketch Adobe After  
Framer Effects  
Adobe Illustrator Adobe InDesign  
Adobe Photoshop Solidworks  
Fusion 360

### Programming

Java JavaScript (NodeJS,  
C++ Express)  
C (Arduino) HTML/CSS