

FOUNDER, Math Easel (2017-present)

- ♦ Prototyped a JavaScript framework for designing 2D interactive mathematical models.
- ♦ Used it to create visual web applications for financial planning, grant management, and systems dynamics.

SENIOR RESEARCH SCIENTIST, Tableau Software (2015-2016)

- ♦ Prototyped user interfaces that make statistics and data analysis easier to use and understand.
- ♦ Inventor and co-inventor of 16 patents under review.

USER EXPERIENCE ENGINEER, Tableau Software (2012-2015)

- ♦ Inventor and lead designer of Vizable, a mobile app that makes “deciphering data approachable, intuitive, even enjoyable.” (*-Fast Company*) The app was profiled by hundreds of news outlets and featured by Apple.
- ♦ Mentored designers and researchers and led workshops on data analysis, statistics, and design.
- ♦ Met regularly with Tableau’s co-founders and other team members to brainstorm and prioritize product development.
- ♦ Designed features and built prototypes for products spanning desktop, web, and mobile platforms.

SOFTWARE DEVELOPER, The Omni Group (2008-2011)

- ♦ Led design and engineering for OmniGraphSketcher for macOS and iOS (applications for illustrative charting).
- ♦ Designed user interfaces and implemented features for other apps (including OmniGraffle and OmniFocus).

FOUNDER, Robin Stewart Software (2003-2008)

- ♦ Designed and developed a full-featured graphical software application for Mac.
- ♦ Managed marketing, sales, documentation, customer support, usability research, and strategy.
- ♦ The app was acquired by The Omni Group in 2008 to become OmniGraphSketcher.

WEBSITE DESIGNER, Freelance (1998-2015)

- ♦ Created over 20 websites, including information architecture, visual design, client and database programming.

USER EXPERIENCE ENGINEER, Socrata, Inc. (Summer 2008)**RESEARCH INTERN, Endeca Technologies (acquired by Oracle) (Summer 2007)****INTERN, Kinetic Books Company (Summer 2003 and Summer 2004)****skills**

Leadership & Team Practices: Next-stage organizing (“Teal”), agile development, design thinking, advice process...

Programming Languages: JavaScript, Objective-C, Swift, C, C++, Java, Python, HTML, CSS, PHP, SQL...

Design Tools: OmniGraffle Pro, Axure RP, Keynote, Final Cut Pro, Pixelmator, Balsamiq, Adobe Creative Suite...

Art forms: drawing, paper cutting, photography, drum kit, singing, music videos, theatre lighting, dance, aerial circus arts...

education

MASSACHUSETTS INSTITUTE OF TECHNOLOGY: Master of Science in Computer Science

WILLIAMS COLLEGE: Bachelor of Arts in Computer Science and Cognitive Science (magna cum laude, with honors)

honors and awards

- ♦ **Tableau Merit Bonus** – for exemplary contributions, 2014 and 2015
- ♦ **Best Paper Award, ACM Conference on Human Factors in Computing Systems (CHI 2009)** – top 1% of submissions
- ♦ **National Science Foundation Graduate Research Fellowship** – one of 53 computer science recipients
- ♦ **Apple Worldwide Developer Conference Student Scholarship** – recipient, four years in a row
- ♦ **Microsoft National High School Computer Science Scholarship** – one of 15 recipients
- ♦ **SAT: Quantitative: 800, Verbal: 800** – perfect score