Adam Menz
User Experience Designer

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Education

Carnegie Mellon University
M.S. Human-Computer Interaction
August 2014, GPA – 4.00

The University of Texas at Austin
B.S. Computer Science with Honors
May 2013, GPA – 3.84

Work Experience

Orem, UT · Oct 2017 – Present
Grow.com · Senior User Experience Designer
Led the design of the Grow metric builder, dataset builder, and many other improvements to make preparing and visualing data easier. Regularly conducted qualitative and quantitative user research and usability test. Key participant in research projects to develop a product strategy and vision. Built and maintained Grow's product style guide.

Lehi, UT · Aug 2014 – Dec 2015, Aug 2016 - Sept 2017
Workfront · Senior User Experience Designer
Led the design for a new web product. Designed the Workfront mobile applications for both iOS and Android, from initial concepts through release. Designed features, new products, and an improved experience for the Workfront web application, mobile apps, and Adobe Integrations. Regularly conducted and participated in user research and usability testing. Worked closely with product managers, front-end engineers, and designers.

San Francisco, CA · May 2013 – Aug 2013
Yelp, Inc · Software Engineering Intern
Collaborated closely with members of the Android team and contributed to feature improvement throughout the Yelp Android application. Worked with product managers to design and implement an improved mobile signup low that generated a marked improvement in the sign up conversion rate.

Chicago, IL · June 2012 – Aug 2012
Orbitz Worldwide, Inc · Technology Intern
Developed a tool to perform a dependency audit on production applications using Groovy. Wrote unit testing code written using JUnit and Gmock and gained experience with Agile development methodologies.

San Antonio, TX · May 2011 – Aug 2011
Rackspace Hosting, Inc · Application Development Intern
Implemented and released the open-source Rackspace Cloud Android application using Java and the Rackspace Cloud API's.

Projects

Master's Capstone Project with NASA
Project lead on an interdisciplinary team for Carnegie Mellon's MHCI Capstone project. Worked with NASA Human-Computer Interaction Group to research, design, and prototype a location awareness system to help astronauts and engineers effectively execute procedures.

Pxljam
An iOs photosharing application for live music. Worked with a team of 4 as the head developer and designer. Went from idea conception, implementation, iteration, and release into the App Store. Created branding, low and high fidelity prototypes, performed usability testing, developed application in Objective-C using Parse.