

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

Workfront | Senior User Experience Designer

Salt Lake City, UT | August 2014 – December 2015, August 2016 - Present

Currently leading the design for a new web product. Designed the Workfront mobile applications for both iOS and Android, from initial concepts through release. Design features, new products, and an improved experience for the Workfront web application, mobile apps, and Adobe Integrations. Regularly conduct and participate in user research and usability testing. Work closely with product managers, front-end engineers, and designers.

Yelp, Inc | Software Engineering Intern

San Francisco, CA | May 2013 – August 2013

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 flow that generated a marked improvement in the sign up conversion rate.

Orbitz Worldwide, Inc | Technology Intern

Chicago, IL | June 2012 – August 2012

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.

Texas Advanced Computing Center | Undergraduate Research Assistant

Austin, TX | September 2011 – December 2011

Began development on a mobile version of the TACC user portal using HTML, JavaScript, PHP, and jQueryMobile. Contributed to functionality and design decisions.

Rackspace Hosting, Inc | Application Development Intern

San Antonio, TX | May 2011 – August 2011

Implemented new functionality for the open-source Rackspace Cloud Android application using Java and the Rackspace Cloud APIs. Released multiple application updates to the Android Market and wrote on-boarding documentation to help new developers understand and contribute to the project.

Projects

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 on a highly collaborative team from idea conception, implementation, iteration, and release into the App Store. Lead design efforts, defined branding, created low and high fidelity mockups, and performed usability testing. Wrote front-end code in Objective-C and integrated with Parse for the backend.