

DANIEL MAI

product designer

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Skills

UX & UI Design
Concept Development
Product Strategy
Information Architecture
Interactive Prototyping
User Research & Testing
Adobe Photoshop

Adobe Illustrator
Adobe InDesign
Adobe After Effects
Sketch
Principle
Origami Studio
Framer

Quartz Composer
HTML, CSS
JavaScript, JQuery
Processing, Arduino
Python, MATLAB
SolidWorks, Pro/E
Cinema 4D

Experience

Apple

02/2017 - Present

Product Designer

Currently working on the consumer apps team designing Apple's iWork productivity suite which includes Keynote, Pages, and Numbers. The design work spans across multiple Apple software platforms including iOS, Mac, and iCloud.

Apple

05/2016 - 09/2016

UX and Visual Design Intern

Produced visuals for iOS 10 Human Interface Guidelines (HIG) and developed CarPlay HIG for auto OEMs which included app UI concept designs and guidance about platform conventions, app architecture, system and physical controls, and visual design.

Facebook

01/2016 - 04/2016

Product Design Intern

Worked as a product designer on a project for the creative tools team along with a PM and a team of engineers to research, design, test, and ship iterations of a new content posting experience surrounding personal expression.

Nest

05/2015 - 08/2015

UX Design Intern and Kleiner Perkins Design Fellow

Developed a design proposal to implement a set of key in-app experiences for Nest products, ideated and prototyped in design sprints of future products, and developed specs and facilitated design fixes for the Nest app across multiple platforms.

Nissan

08/2014 - 12/2014

UX and Visual Design Intern

Helped establish an in-house HMI (human-machine interface) development team for Nissan and conducted design research, ideation, prototyping, and testing to determine future HMI experiences for the Infiniti luxury brand.

Lockheed Martin

2007 - 2010

Engineering Intern

Worked on JASSM and Sniper ATP mechanical design teams conducting testing as well as failure mode effects and criticality analysis (FMECAs) to determine the functional integrity of flight components and retrofit modifications for specific aircraft.

Education

Art Center College of Design

2011 - 2016

Bachelor of Science (BS), Interaction Design

North Carolina State University

2006 - 2010

Studies in Mechanical Engineering