

DANIEL MAI

interaction designer

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skills

UX and UI Design	Adobe Illustrator	Origami
Concept Development	Adobe Photoshop	Framer JS
Product Strategy	Adobe InDesign	HTML, CSS
Information Architecture	Adobe After Effects	JavaScript, JQuery
Interactive Prototyping	Cinema 4D	Processing, Arduino
User Research & Testing	Sketch	Python, MATLAB
Graphic Design	Quartz Composer	SolidWorks, Pro/E

experience

Apple 05/2016 – 09/2016

Interaction and Visual Design Intern

Produced graphics for iOS 10 HIG and developed CarPlay HIG for car OEMs which included concept UI designs of two CarPlay apps and guidance about platform conventions, app architecture, system and physical controls, and visual design.

Facebook 01/2016 – 04/2016

Product Design Intern

Worked as the lead 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 KPCB Design Fellow

Led 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

Interaction 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 their Infiniti brand.

Microsoft 11/2013 – 01/2014

Windows Phone Design Storm Team Participant

A collaborative workshop between the Windows Phone design team and select Art Center students to ideate upon the future framework of Artificial Intelligence and demonstrate potential concept applications.

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