

Daniel Drew Turner

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www.twoangstroms.com
Oakland, CA

Intelligent change for the public good

OVERVIEW

Interaction Design and Product Design generalist with a concern for the public good. A background of journalism, science, and analytic philosophy gives me a questioning and critical perspective on the "why" as well as the "how" of design.

I am also an experienced design team leader and facilitator with a strong foundation in: design thinking, use cases, content strategy, user testing, wireframing, iterative prototyping.

EMPLOYMENT

Interaction Designer

Xerox PARC, Feb 2014 - Present

Research and design, award-winning paper at CHI 2015. interaction design/prototyping for mobile and web timebanking application. Ideated and built new matching, location-aware features to increase community participation and resources.

Interaction and Product Design Contractor

BTG.com, Dec 2016-Feb 2017

Stakeholder and business goals research, built IA of user-facing site from scratch, built design language, interaction standards, interaction flow, layout, wireframes.

Interaction Designer and Researcher Consultant, Oct 2011-Present

Clients include Clorox, Agentes Consulting, Kidzter, Fluid Inc., LaneHoney

Increased adoption and engagement in Clorox Professional site and TouchPoint mobile app. Revisions to LaneHoney landing page reduced user drop-off. Redesigned information architecture for Fluid client site. See below for award-winning projects.

Lecturer, Interaction Design, Fall 2014

San Francisco State University

Built syllabus and exercises. 10/10 reviews from students

Lecturer, User Experience and Interaction Design, Summer 2014

MPICT.org

Built one-week intensive UX course for community college instructors

West Coast Researcher for second-screen study, May-Nov 2012

Digital Media Inkubator, Leuphana University of Lüneburg

Author and content strategist, Jan-Mar 2012

Social Chocolate's **SuperBetter.com**

Visiting Researcher, Jun-Sep 2011

Helsinki Institute for Information Technology (HIIT)

Prototyped voter advice app for developing democracies

Information Architect and Design Researcher, May-Sep 2010

Twitter, Inc.

Contributing Writer

Technology Review

Senior Editor, Contributing Editor

Ziff-Davis/Mac Publishing LLC/MacWeek

RECENT PROJECTS

Designer Hangout: Community Manager and channel mod on design Slack with over 7,000 members.

One Drop: Winner at 2016 Global Service Design Jam, San Francisco

SNAPMapper: prize winner at Alameda County App Challenge

Clorox TouchPoint: mobile tablet app for field reps, currently deployed worldwide

Haystax: Free and simple data scraper for online databases. **Winner** at Newshack SF 2012. haystaxdata.org

Inside/Out Campaign Money: Interactive campaign finance map, **winner** at Datafest Stanford 2012. Facilitated design, interface

Climatix.co app: Semifinalist at AngelHack SF 2012. Use cases, interface design, logo design

My Candidate: A Voter Advice Application for Africa (at HIIT). User testing, IA, prototyping, policy

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EDUCATION

Idean Design Leadership Academy, Menlo Park CA

University of California, Berkeley

MIMS, School of Information, <http://ischool.berkeley.edu>

User interface design, social organization of information, legal and policy issues, user experience research, professional skills clinic.

GPA: 3.8/4.0

Naropa Institute, Boulder CO

Master of Fine Arts, Fiction

Massachusetts Institute of Technology, Cambridge MA

B.S., Writing and Philosophy. GPA: 4.7/5.0

PUBLICATIONS

CHI 2016: 'MASTERful' Matchmaking in Service Transactions: Inferred Abilities, Needs and Interests versus Activity Histories

CHI 2015: A Muddle of Models of Motivation for Using Peer-to-Peer Economy Systems. **Honorable mention paper award.**

A List Apart: Design, White Lies & Ethics

The Pastry Box Project: Do We Really Need More UX Designers? Or Better UX Designers?

Boxes and Arrows: We Don't Research. We Build

KQED Pop Blog: San Francisco: The Epicenter of Visual Storytelling, Podcasting About Comics Is Like Dancing About Architecture

UX Magazine: A Tablet Still is Not a Book... Not Yet, Designing Down from Science Fiction: A Staged Approach

Technology Review: The Secret of Apple Design (Cover Story), Just the Facts: Why We Invaded Iraq, Can Cell Phones on Planes Be Dangerous?, How to Hack an Election, Groups Think: The Center for Collective Intelligence, Microsoft Moves Into Robotics, Virtual Contractors

The New York Times: A Comic Strip Takes Video Games Seriously (Almost)

Medium: Please browse <https://medium.com/@ddt>

Contributing author, *The Discipline of Organizing* UX textbook: <http://disciplineoforganizing.org>

Author of *Master Visually Mac OS X 10.4* from Wiley/Maran

DESIGN TOOLS

HTML-, JavaScript- and CSS-adjacent

Low- and High-Fidelity Prototyping: Sketch, InVision, Principle, Adobe Xd, Balsamiq, OmniGraffle, more

Paper prototyping

Team Facilitating

Lean UX

OTHER

Cycling coach and mentor

Code for America mentor

IxDASF

CITRIS mentor

UX Designer Hangout Slack moderator