

molly mahar

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SKILLS

Design + Creative
interaction design
user research
personas
wireframing
prototyping
photography
motion graphics

Tools

Sketch
OmniGraffle
Balsamiq
Illustrator
Photoshop

Development

Python
R
HTML + CSS
JavaScript

ACTIVITIES

international travel
bicycle commuting
judo
rock climbing
acrobatics on horseback

PROFILE

As a product designer with a strong analytical streak, I relish working with complex ecosystems and excel at filling in structural gaps. I'm interested in projects in the areas of social benefit, civic technology and enterprise systems.

EDUCATION

Masters of Information Management and Systems (MIMS)
UC Berkeley School of Information Class of 2017
Focusing on UX/UI Design, Data Visualization, and Product Management
Awarded a merit-based School of Information fellowship

B.A. in Cinema-Television Production, Magna Cum Laude
University of Southern California Class of 2006
NCAA Track & Field athlete, President of the Climbing Club, Resident Advisor

EXPERIENCE

Product Design Intern — Salesforce | San Francisco May 2016 – Aug 2016
I designed a new hire onboarding experience for Chatter, Salesforce's social network and collaboration tool.

User Experience Designer — UC Berkeley | Berkeley Aug 2015 – May 2016
I led a student design team that created a financial planning tool to help students better understand and manage their education-related finances.
Founded a student advisory group to provide recommendations to and inform design decisions for the Student Information Systems (SIS) Project UX team.

UX/UI Designer — Yoric Story Composer | Remote June 2015 – Feb 2016
I designed a web application that supports writers throughout the entire writing process. The app provides a visual interface for outlining and structuring the story, writing tools, and data about story content that streamlines the revision process.

UX Design Intern — UC Berkeley | Berkeley June – Aug 2015
I owned specific portions of a large technology project, delivering designs to improve 35K students' understanding of college costs, financial aid, and earnings. Using service design principles, I also journey mapped the current graduate onboarding experience and articulated upcoming changes to campus stakeholders.

Project Lead — Hello Design | Culver City 2013 – 2014
I led a design and dev team for a Speedo USA website re-skin. I conducted a site inventory and sourced customer feedback and analytics to provide marketing strategy and recommendations for improving the customer experience.

Motion Graphics Producer — Ant Farm | Los Angeles 2013
Although I came in as a producer, I spearheaded user research to replace the company's project tracking and timecard software. Based on those contextual inquiries, I analyzed departmental workflows and delivered IA recommendations.

Documentary Filmmaker + Architectural Photographer 2010 – 2015
It was within this context that I discovered my affinity for complex structures and arrangement. Highlights include interviewing Noam Chomsky for a legal policy documentary and having my work published in the *New York Times* and *LA Times*.

PROJECTS

Lead Interaction Designer — AIDS Walk LA | Los Angeles Feb 2015
As part of a 24-hour hackathon, I led a team of three in designing and prototyping an enterprise application for project scheduling, staff management and budgeting.

Interaction Designer — Locavore | Los Angeles June – Aug 2013
I worked with a student team of four to design a mobile app nudging people to shop more often at farmers markets by connecting them directly to the growers.