

## **Wiley Webb**

B.S. Product Design, Stanford University, 2016  
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### **Head of Product, Kettle**

Jun - Sep 2016

I led the definition and design of the product. Identified a promising vision. Led market and user research. Identified core client and user needs. Prototyped different directions. Designed our product UX and UI. Bridged engineering and business needs. Researched and designed a proprietary survey.

### **Product & UX/UI Designer, Tuul**

Jun 2014 - Jun 2015

My summer internship at Tuul evolved into a fulltime offer to lead UX/UI design as the 6th hire. Architected a full-stack customer support solution with robust ticket and workflow mgmt system. Designed a cohesive experience across web and mobile for both enterprise and customer users.

### **Design Intern on Founding Team, Eleven**

Jun - Sep 2015

### **Design Intern on Founding Team, PocketGM**

Jun - Sep 2014

### **Business Intern on Founding Team, eScoreMusic**

Jun - Sep 2013

### **Software Engineering Intern, Zya MakeMusic**

Jun - Sep 2012

My summer internships at a variety of early stage companies brought me expertise in navigating ambiguity, communicating effectively, networking with industry experts, prototyping, talking directly to users, managing product development, and prioritizing product features that really matter.

### **Director, Stanford Concert Network**

2013 - 2014

### **Music Producer & Artist, Wiley Webb**

2009 - 2014

I built a music career through years of intense learning and networking. Composed the score to an Oscar-nominated documentary. Developed a unique musical style and brand that brought 500k listens and 20k fans across social media platforms. Booked to perform for audiences of 1k+. Met my heroes. At Stanford, I managed a team and \$100k budget, producing 6 concerts for a total audience of 14k.