

DESIGNER | ENTREPRENEUR | FUTURIST  
UNIVERSITY OF WASHINGTON INDUSTRIAL DESIGN STUDENT  
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JOSIAH TULLIS

## UX DESIGN INTERN • GOOGLE

DESIGN.GOOGLE.COM

JUN '16-SEPT '16

As a UX Design intern at Google I worked closely with user experience researchers and designers to understand user's needs and motivations and design solutions to their problems. I also have the opportunity to work closely with and learn from some of the best product managers, marketers, and engineers in the world.

## UX DESIGNER • FASTERBIDS INC

FASTERBIDS.COM

JUL '15-PRESENT

Fasterbids is an early stage startup building sales tools for the lumber and building materials industry. As the first hire to a team of two my responsibilities have included a complete product and brand re-design, designing print marketing materials, and re-designing and building the companies website and blog. I've been learning a lot and we have big things coming. Tools I've used have included Sketch, Invision, Webflow, and Affinity Designer.

## UX DESIGNER • DAVE APP LLC

DAVECANHELP.COM

MAY '15-JUL '15

My startup Canary merged with another Seattle-based startup to build Dave, a pre-order, pickup, product recommendation, and rewards platform for recreational cannabis users. Together with a team of three others we designed, built, and launched a mobile application that allowed for pre-order from several Seattle marijuana shops. We have since put the company on hold, awaiting regulatory and market maturity.

## CO-FOUNDER, CEO • CANARY, LLC

CANARYDELIVERS.COM

APR '14-MAY '15

Canary is a cannabis marketplace and on-demand mobile delivery service. I co-founded the company in April 2014. As an early stage startup I've found myself in many different roles at Canary: legal research, business strategy, sales, and development. I've led the design and development of native applications for Android and iOS and a web-based software suite of tools for dispensaries.

## UX DESIGNER • RESOLUTION TUBE INC

RESOLUTIONTUBE.COM

AUG '14-OCT '14

As a user interface and user experience designer at Resolution Tube, I worked to rapidly prototype different app features. I then worked with our Product Manager to A/B test these features with customers. Having observed how they use a feature, I'd iterate on that feature design before exporting design assets to the developers.

## CO-FOUNDER, EXECUTIVE DIRECTOR • DUBHACKS

DUBHACKS.CO

MAY '14-MAR '15

Along with a group of peers I noticed a great need for a large-scale hackathon in the Northwest, and felt strongly that the University of Washington deserved a place next to renowned universities such as the University of Pennsylvania and University of Michigan. Thus, DubHacks, a 24hr hackathon, was founded. My role included managing the marketing team, overseeing social media and traditional media relations. I also helped engineer the operations and logistics plan for the event with ~450 attendees + volunteers.

## VICE PRESIDENT • STARTUP UW

STARTUPUW.COM

MAR '14- MAY '15

As Vice President of Startup UW, the University of Washington's premiere undergraduate entrepreneurship organization, I've helped organize the club's public perception, audience, and member involvement. I've helped build a team that now organizes speaker events with as many as 300 attendees. I've helped direct the club's vision and structure, focusing especially on involving undergraduate students in the greater Seattle startup community.