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TIMOTHY GROSSMAN

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EDUCATION

California College of the Arts   2018
MDES   Interaction Design   San Francisco, California
3.8 GPA, Studies in humanizing technology, solving social problems, user experience, user interface, user research, strategy, and design leadership.
Academic Scholarship

Rhode Island School of Design   2017
BFA   Industrial Design   Providence, Rhode Island
3.5 GPA, Rigorous programs in design and art.
Academic and Art Scholarship

Harvard Business School   2017
HBX Core Program   Online business bootcamp
12 week intensive graduate level courses, covering fundamentals of Business Analytics, Economics for Managers, and Financial Accounting.

EXPERIENCE

Infosys   2018
Senior Designer   Providence, Rhode Island
Creating detailed designs, prototyping solutions, and executing strategic design for clients ranging from fortune 500 companies to trailblazing startups. Working with cross-functional teams to ship delightful, effective products.

Hopelab   2018
Design Intern   San Francisco, California
Together with Hopelab, in collaboration with the Center for Humane Technology, created a prototype for an alternative social media platform that challenges the propogation of loneliness online in today's youth.

Chase Bank   2018
User Experience Design Consultant   San Francisco, California
Using mood boards, journey maps, storyboards, wireframes and user flows, my team and I helped the Chase team enrich the physical & digital user experience of their branches.

Netease Games   2016
UI/UX Design Intern   Hangzhou, China
Developed UI prototypes and case studies for translating a mobile game project to VR and Apple TV over 3 months, including one patent application.

EXPERTISE

Craft
Sketching, rendering, and years of drawing training. Woodworking, foam modeling, sculpting, paper folding, foamcore, lasercutting & 3D printing.

Software
Specialized in Sketch, Figma, After Effects, and Framer. Proficient with The Adobe Suite, and Cinema 4D, with an understanding of HTML, CSS, Javascript, Coffeescript, Arduino, and Processing. Apt to quickly learning new programs.

Teamwork
Proficient at following a project from ideation to production, through research, organization, and management. Trained in user-centered design. Strong communication and teamwork skills, and excellent at meeting deadlines.