



Jonathan Gordon

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EXPERIENCE

Human Interface Designer

Apple, Cupertino CA

4/24 – Present

Lead designer for internal Apple software engineering tools

Owned design of newly established end to end internal developer tools workflow experience across entire lifecycle; from definition of software change through coding, validation, testing, deployment and verification. Employed innovative user centered design method to uncover foundational user requirements, pain points and opportunities through concept ideation, storyboarding, multi-fidelity design and prototyping. Led design and guided implementation through direct collaboration with a five person engineering team.

Staff UX Design Manager

Google, Seattle WA

4/19 – 4/24

Led experience design of flagship cloud data analytics tools

Interaction design lead and manager (4 direct reports) for BigQuery as a member of Cloud Data Analytics design team. Partnered with multi-disciplined stakeholders (Product Management, Engineering, Research), to lead design and guide implementation process for BigQuery product with a user centered focus on key Data Analyst and Data Engineer personas. As a design team leader on Google Cloud, led cross product innovation workshops, collaborated with cloud product design teams and leadership in developing future facing product design concepts to inform future product roadmap as well as overall product experience design direction.

Product Designer

Facebook, Seattle WA

5/18 – 4/19

Responsible for product design of internal Career Growth digital products

Product design lead for enterprise wide career growth related product line (mobility, career planning and mentorship) as a member of Facebook People Products design team. Worked closely with internal business stakeholders, research and organizational leadership to design, validate and implement digital experiences for in house tools. Owned roadmap strategy and execution for career growth related product design activities.

Senior Digital User Experience and Interaction Designer

Philips, Bothell WA

7/15 – 5/18

Responsible for user experience and interaction design of Philips Sonicare digital propositions

Digital design lead for Philips Sonicare oral health care product suite. Owned product brief and digital design execution strategy for Philips Sonicare connected digital propositions. As the first digital design team member, was responsible for establishing digital design practice, alignment of design process with enterprise scaled agile development methodology and engagement with extended team of external design agencies to coordinate global delivery of first digital proposition (mobile app with connected power toothbrush) on Philips Sonicare mobile platform.

Lead User Experience Designer

Ivy Softworks, Seattle WA

5/14 – 7/15

Experience Design Architect

AT&T, Redmond WA (contractor - KForce)

4/13 – 5/14

Senior User Experience Architect

Informatica Corporation, Redwood City, CA

8/07 – 4/13

User Experience Architect

SAP AG, Walldorf, Germany

8/05 – 8/07

User Experience Architect

Attachmate Corporation, Bellevue, WA

5/03 – 5/05

User Interface Program Manager

Microsoft Corporation, Redmond, WA

10/98 – 5/03

Senior User Interface Designer

Oracle Corporation, Redwood Shores, CA

11/96 - 10/98

(additional work experience details available upon request)

SOFTWARE EXPERTISE

LANGUAGES

Objective C, Swift, Java, C#, VB, XML/XSLT, HTML5, JavaScript, Angular, CSS, Python, PHP, SQL, Arduino

PROTOTYPING/DEVELOPMENT TOOLS

XCode , Visual Studio .NET, Eclipse, Android Studio, After Effects, Motion, Reality Composer Pro, Unity, Unreal Engine

DESIGN TOOLS

Sketch, Figma, Photoshop, Illustrator, Omnigraffle

DATABASES

Oracle, SQL Server, Access, SQL Lite, MySQL

OPERATING SYSTEMS - HARDWARE/SOFTWARE

Mac OS, iOS, Android, Windows, Raspberry Pi, ESP-IDF, VisionOS

PATENTS

12/19/06 - 7,152,054 (Microsoft Corporation)

Context-based help engine, dynamic help, and help architecture

07/10/12 - 8,219,919 (Attachmate Group)

Method for automating construction of the flow of data driven applications in an entity model

EDUCATION

9/79-6/82

Kent School, Kent, Connecticut

6/82-8/82

Universite de Besançon, Besançon, France

9/83-6/84

Colgate University, Hamilton, New York

- iPhone and Cocoa Development Certificate Program, University of Washington
- Usability Engineering and User-Centered Design, University of California at Berkeley
- Human Factors Engineering, University of Michigan
- Designing Graphical User Interfaces, Human Factors International, San Francisco, CA
- Social Responses to Communication Technology, Stanford University
- Contextual Design, InContext Enterprises
- Principles of Animation, Center for Electronic Art, San Francisco, CA