

# Resume

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**Jonathan Maas**  
**Technical Writer and UX Designer**  
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Portfolio – [www.theprototyper.design](http://www.theprototyper.design)

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## Education

- Stanford University – B.A. / B.S. – Biology and History – 2000
- UCLA Extension – Studied UX and Web Technology, currently studying Data Science

## Technical Writing Samples

- A Start Guide, Presentations (InDesign and PowerPoint), and Systems Documentation samples here - [http://www.theprototyper.design/wp-content/uploads/2020/03/jmaas\\_tech\\_writing\\_samples\\_3\\_13\\_20.zip](http://www.theprototyper.design/wp-content/uploads/2020/03/jmaas_tech_writing_samples_3_13_20.zip)

## inVia Robotics (Startup) – Technical Writer

**Jan 2020 – Mar 2020**

- Wrote the Start Guide for this warehousing robotics B2B Startup
- User Tested the Start Guide with internal staff, and iterated upon the document after feedback
- Wrote internal-facing manuals explaining warehousing terminology for new hires

## Amgen / Thinkbox Consulting – Senior UX Designer – Technical Writer – Business Analyst

**July 2019 – Nov 2019**

- Wrote and presented Competitive Analysis reports, and performed evaluations of Amgen's current systems
- Made Rapid Prototypes in Axure to visualize Amgen's Data Science Division's design goals

- Supervised a junior employee on our team
- Made Roadmaps to help stakeholders make User Testing, Design and Persona processes
- Assisted Data Visualization Engineers by incorporating Tableau Visualizations into Rapid Prototypes
- Filled in as Scrum Master when needed

## **Age of Learning - UX Designer - Agile Team Member**

**June 2015 – Feb 2019**

- Oversaw User Testing on multiple projects – Developed tests with stakeholders, wrote scripts, made testable prototypes, analyzed results and delivered final reports with recommendations
- Acted as team communicator on this Agile team – made User Flows and Wireframes to communicate stakeholder deliverables to the developers, and vice versa
- Helped launch an update of My Hamster – from initial ideation to implementation with developers, to launch on Mobile and Desktop
- Made demos through Axure to help stakeholders visualize what they want, and to cut down on development time
- Wrote competitive analysis reports on various other apps, and made recommendations on how we can improve our own
- This is an Agile company, so hit sprint after sprint, and swarmed by helping QA when needed

## **City National Bank - UX Designer - Rapid Prototyper - User Tester**

**February 2015 – June 2015**

- Developed Rapid Prototypes with Axure to reconceptualize many of this banks' risk management systems
- Facilitated internal user testing to assess these prototypes
- Led stakeholder discussions ensure that the deliverables met the Business Requirements

## **Spark Networks (ChristianMingle and JDate) – UX / UI Designer**

**May 2012 – September 2014**

- Worked in Mobile department on both Apps and Mobile-Optimized (MOS) Sites
- I later transferred to the Full Website (FWS) Department
- In both cases, provided Wireframes, User Flows, Pixel Perfect Mockups and Styleguides for Dev
- Worked with Dev team to launch two apps, JPix and ChristianMingle QuickView
  - Provided Mockups Wireframes and Styleguides
  - Generated assets for iOS and Android, @2x style for Apple and 9-patch style
- Compiled Competitive Analysis reports and delivered Powerpoint Presentations to see where we can improve
- Managed two WordPress Blogs, JDate.com/JMag and JDate.com/blog

## **ParkMe (Startup) – General Associate**

**September 2011 – March 2012**

- I worked at this Mobile App Startup doing a variety of tasks including:
  - QA / user testing
  - Data organization (massive amounts of Parking Rate info) and analysis
  - Competitive Analysis

## **Gabe Kontrovitz Studios – UX Lead**

**July 2011**

- I've worked with Gabe K for a while now, and so far we've:
  - Developed *AllRightSite*, a (still unlaunched) Php-driven aggregator of websites
    - I helped generate Wireframes, User Flows and general UX methodology for this user-generated content sharing site
  - Developed his iOS game *Quiet Elise* - you can see my wireframes in my portfolio

- Free to contact the Site Founder [here](#)

## **Other**

### **2002 - 2011**

- In my former career I worked in 'Old Media' as a Television Writer and Producer and helped deliver 15 shows on time and under budget
- Before that I was a Peace Corps Volunteer in Namibia, Africa, teaching Biology and English at a rural High School

## **Skills**

Adobe CS, Photoshop, Sketch, InVision, Figma, Illustrator, InDesign, After Effects, XD, Axure, User Testing, Data Science, Tableau, Balsamiq, Wireframing, Mockups, User Flows, Marvel app, OmniGraffle, Origami, PowerPoint Presentations, Jira, Confluence, Mobile App Development, Full Website and Mobile-Optimized Website development, HTML, CSS, Rapid Prototyping, Scrum and Agile teamwork, Can assist QA