Kevin Fox

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Experience

Senior User Experience Design Lead, Google Inc.

August 2003 to January 2008, Mountain View, CA

Designed Gmail 1.0, Google Calendar 1.0, and Google Reader 2.0. Through recruiting, hiring committee and mentorships, I helped grow the User Experience and Research group from seven practitioners to over a hundred. In 2007, I led the design of Google's publishing products including Blogger, Google Groups, Page Creator and others. As a founding member of both the Search and Apps UX review committees and a steward of Google's design philosophies, I'm privileged to have had an impact on the majority of Google's user-facing services and features.

User Experience Designer, Yahoo! Inc.

May 2001 to June 2002, Sunnyvale, CA

Directed the interaction design of Yahoo's Messenger and Chat properties across Windows, Mac, and UNIX platforms. Led a design team of two visual designers, two illustrators, and one usability researcher. At a critical time in the evolution of instant messaging, I was able to improve the way that 62 million people communicate online every day.

Senior Technologist, Eleven Inc.

May 1999 to January 2000, San Francisco, CA

Managed the technical development group for a marketing communications startup. Led the interaction design and implementation of award-winning sites for Petstore.com and Hewlett-Packard. Bridged the gap between the visual design team and the back-end implementation partner by creating joyful interaction designs that were easily abstracted to database schemata.

Senior Technical Lead, CKS Partners

October 1996 to May 1999, San Francisco, CA

Managed the information architecture and technical implementation teams for several e-commerce projects including the Levi's Online Store and Segasoft's Heat.Net. Technical lead and client contact for several $1-10M accounts. Clients valued that I shared their vision and worked with them to expand on their ideas.

Newton PDA Software Developer

August 1993 to December 1996, Cupertino, CA

Designed and created usability enhancement software marketed by Casady & Greene and Apple's Starcore division. One of twenty Apple developers entrusted with pre-release hardware for concurrent product development.

Writer and Web Developer

February 1993 to October 1996, Berkeley, CA

Starting from my roots as a helpline volunteer at the Berkeley Macintosh Users Group, I wrote for MacWEEK magazine and freelanced with several SOMA web design shops.

Education

Master of Human-Computer Interaction, Carnegie Mellon

Focus on computer-mediated portable communications, consumer design, game design, data visualization and usability research methods.

Bachelor of Arts, Cognitive Science, UC Berkeley

Dual emphases in artificial intelligence and computational modeling, with additional coursework in cognitive linguistics and dramatic arts.