

Aaron Kleinsteiber
User Experience Designer and Prototyper

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San Francisco Bay Area

— Work Experience —

Sr. Prototyper, Cisco Systems, Inc., San Jose, CA
2013–2015

Prototyped and conceptualized new experiences to improve Cisco's large-screen videoconferencing and collaboration products, including the recently released IX5000. My role was to quickly model interactions by identifying and synthesizing the available tools – hardware or software, physical or digital.

- Defined, tested, and iterated concepts to prototype. Worked closely with interaction designers, product marketing, software engineers, mechanical engineers, and industrial designers.
- Presented demos to upper management and key customers, influencing the product roadmap.
- Created a user-friendly web-based graphical tool to visualize and introduce new animations for live video streams and still images. This highly-functional prototype was displayed on a massive video wall to mimic real-world product dimensions.
- Developed working prototypes of real-time collaboration tools for people in different locations to share digital content on laptops, iPads, pen tablets, and digital whiteboards.
- Generated prototypes, choosing optimal tools and technologies:
 - Created native iOS and web-based tablet and smartphone apps.
 - Harnessed 3D gestures with Leap Motion.
 - Coded in HTML, CSS, JavaScript, jQuery, Node.js, PHP, SQL, XML-RPC, Objective-C.
 - Produced demos in Illustrator, Photoshop, and Keynote.
- Built and maintained a prototyping lab. Connected Cisco's proprietary codecs, video walls, HD cameras, and off-the-shelf professional AV equipment (matrix switches, scalers, chroma keyers, audio mixers, etc.), via physical interconnections and software APIs.

Creator & Developer, Limner, LimnerApp.com
2013–Present

Single-handedly designed, built, and released an iOS app that turns an iPad into a pressure-sensitive graphics tablet for a Mac. The computer shares its screen via VNC with a client on the iPad, which sends touches back to the computer as a virtual mouse. Limner is available on the App Store.

- Designed and implemented the user interface and overall user experience to be as intuitive, responsive, and simple as possible for a technically complex app.
- Wrote a VNC client for the iPad from scratch. Wrote a server app for the Mac that advertises using Bonjour and injects received tablet events into the Mac's window server.
- Invented a novel method of changing touch size to mimic pressure sensitivity when using fingers on a capacitive touch screen.
- Worked with the larger ecosystem: integrated various Bluetooth stylus SDKs and worked with IANA to properly reserve a network port for the app.
- Guided Limner through Apple's review process to release it on the App Store.

User Experience Designer, Cisco Systems, Inc., San Jose, CA
2009–2012

- Delivered task flows, wireframes, and design specifications for directory search, touch keyboard, and notifications on the Cisco TelePresence Touch 12, a control device for TelePresence calls.
- Conducted informal and formal user testing with paper prototypes and working products.
- Scripted, filmed, and edited product demo video.
- Designed and built prototyping lab and infrastructure. Created working web-based prototypes.
- Applied CS knowledge to balance engineering feasibility with the best design for the user.

Software Development Intern, Yahoo! Zimbra, Sunnyvale, CA
2008

Designed and implemented several Zimlets, JavaScript mash-ups that integrate third-party web services with Zimbra's Web Client. Designed and implemented a comprehensive PHP/MySQL system for automatically categorizing and displaying reported errors in the application.

Software Developer, The Harker School, San Jose, CA
2004, 2005, 2006, 2008

Designed and implemented, as part of a two-person team, a web-based content management system used by all students and teachers. Replaced paper-based class assignment sheets and school-wide announcements. Implemented in PHP, MySQL, and XSLT, with WML and RSS support.

— **Education** —

Stanford University, 2013
MS Computer Science with specialization in Human–Computer Interaction.

University of California, San Diego, 2009
BS Computer Science, BA Japanese Studies. Graduated Cum Laude.

Tohoku University, Sendai, Japan, 2006–2007
Exchange student.