

Doris Neubauer

User Experience

Main interest

[Website](#) | [Dribbble](#) | [LinkedIn](#)

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I learn by doing 'stuff' with people *not* like me, but connected with a shared value for (obnoxious) collaboration. I thrive best in places where creativity has free reign and the culture welcomes experimentation. Offline, I enjoy olympic weightlifting & trekking.

Professions

UX Lead & Manager | Google

Full-time • 2014 - Now

Currently leading a multi-discipline UX team that includes designers, researchers, and content writers. Enabling a highly-collaborative product development process to actualize user-centric solutions to business problems.

Sr. UI Designer | GOOD

Full-time • 2011 - 2013

Drove various redesign and experimentation efforts of Good.is, transforming magazine-based content into an intent-driven social network.

Interaction Designer | Microsoft

Fixed contract • 2009

Worked on a proof-of-concept app prototype for living room and TV alongside Creative Director and 3D motion designer.

Adjunct Faculty | Parsons The New School for Design

Part-time • 2009 - 2011

Designed academic curricula and working environment for undergraduate Design and Technology students enrolled in interaction studios and labs.

Creative Director | Design for GOOD

Contract • 2009 - 2011

Created and activated brand standards for various non-profits and human rights advocacy efforts. Presented design solutions to clients and product teams for iterative review.

Designer | Open Society Foundations

Grantee & Consultancy Contract • 2008 - 2009

Designed and operationalized web content management system for non-governmental organizations in South Africa while also establishing new brand standards for digital storytelling.

Education

Parsons the New School for Design • [Master of Fine Arts](#)

May 2007 - Dec 2011, New York, New York

Major: Design and Technology

Wayne State University • [Bachelor of Fine Arts](#)

Jan - Sep 2006, Detroit, Michigan

Major: Graphic Design

Hogeschool voor de Kunsten Utrecht • [Fellowship](#)

Jan 2006 - Jul 2006, Hilversum, Netherlands

FIPSE Grantee: Information Technology

Community

SXSW Programming for Non Programmers | [Teaching Assistant](#)

March 2013 — Austin

GOOD Design Hackathons | [Main Organizer, Speaker, Designer](#)

Feb 2012, March 2013 — New York, Baltimore

Digital Media Learning Workshop | [Design Critic](#)

Jan 2013 — Irvine

Design Mozilla Open Badges | [Workshop Leader](#)

Jan 2013 — Los Angeles

Reinvent Business Hackathon by frog Design | [Mentor](#)

Jun 2012 — San Francisco

Innovate/Activate 2.0 | [Speaker](#)

Apr 2012 — Berkeley

Los Angeles Youth Hack Jam | [Instructor](#)

Apr 2012 — Los Angeles