Ken M. Haggerty

For more information or full résumé,
please email kenmhaggerty@gmail.com.

Independent iOS Development + Studies:

Akay — **New York, NY**
Concept, Design, & Coding — *2013 – 2014 (1 yr.)*
- Akay lets you find, create, and share rich multimedia lists effortlessly. — *2015 – present*

Flatiron School — **New York, NY**
Student / Co-working — *2016 – present*
- Reviewed, proofread, and completed iOS online curriculum for Flatiron School's Learn platform.
- Built PushQuery, a self-survey iPhone app using notifications with real-time cross-device synchronization via Firebase. (*Available on the App Store*: http://www.appstore.com/pushquery)

Threeo — **San Francisco, CA**
Concept, Design, & Coding — *2011 – 2012 (1 yr.)*
- Threeo is a novel card game for all ages. (*Available on the App Store*: http://www.appstore.com/threeo)

Employment:

Made by Many — **New York, NY**
Product Manager — *2014 – 2015 (1 yr.)*
- Conceived and developed three-part application suite for startup Hello Alfred for collecting and fulfilling weekly and on-demand customer service requests.
- Coordinated and managed engineering, design, and marketing of a custom-built e-commerce site and CMS for client NJOY through two major redesigns including rollout of two entirely new product lines.
- Main responsibilities included performing QA, analytics, user testing, prioritization, and team / client coordination.
- Tools utilized include Excel, Google Sheets, JIRA, Optimizely, WebTranslateIt, Google Analytics, Mixpanel, Segment, Spree, Tableau, PostgreSQL, Marketo, MailChimp, Lookback, Silverback, Selenium, and Xcode.
- Ran introductory iOS development seminars. (*Available on SlideShare*: http://www.slideshare.net/kenatmxm/presentations)

Google [x] — **Mountain View, CA**
User Experience Researcher, Self-Driving Cars (via Adecco) — *2011 – 2012 (1 yr.)*
- Conceived, created, performed, analyzed, and presented usability studies for Google, Inc.'s, self-driving cars project.
- Ideated, designed, reviewed, and tested user interfaces for Google, Inc.'s, self-driving cars project.
- Awarded "Judge's Choice" in Google [x] internal ideation competition for Project Glass. (Summer 2011)
- Skills utilized: Javascript, Python w/ PyQT, Google Apps, Microsoft Office, Adobe Creative Suite, Final Cut Pro, HTML, UI design, MATLAB, statistics, writing, critical review, project management, highway survival driving.

Computational Visual Cognition Laboratory, MIT — **Cambridge, MA**
Undergraduate Researcher — *2009 – 2010 (1.5 yrs.)*
- Wrote MATLAB scripts for the Scene Understanding [SUN] Database, a 1000-category stimuli set of scene types.
- Used MATLAB to analyze data from research studies (fMRI + Psychtoolbox).
- Photographed stimuli, programmed experiment, ran subjects, and analyzed results on study of canonical views of scenes.
  - Ehinger, K., Haggerty, K.M., and Oliva, A., 2010. "Canonical views of scenes depend on the shape of space." Object Perception, Attention, and Memory. (Poster)
- Received award for outstanding research, MIT Department of Brain and Cognitive Sciences, Spring 2010.

Education:

Massachusetts Institute of Technology (MIT) — **Cambridge, MA**
Bachelor of Science (S.B.) in Brain and Cognitive Sciences — *2011* (GPA: 4.7/5.0)
with a Minor in Architecture

Additional Skills:

iOS Development • Core Data, Parse w/ Cloud Code, Firebase, Auto Layout, Size Classes, Specta/Expecta/KIF
Programming • JavaScript, Python w/ PyQT, MATLAB w/ Psychtoolbox, HTML/CSS/JS w/ jQuery
Mathematics • Statistics and Probability; Linear Algebra; Differential Equations; Multivariable Calculus