Ken M. Haggerty

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

Employment

SuprTEK   **O'Fallon, IL**
UX Lead + Developer   *2017 – present (>1 yr)*
- Senior UI/UX designer working with key stakeholders and engineering teams to conceive, design, and coordinate development of CAMPS (Coordinated Air Mobility Planning System) for the US Air Force (Scott Air Force Base).
- Engineering lead for automated end-to-end testing + frontend Angular developer for DMR (Dynamic Mission Replanning) application developed for US Transcom, US Air Force (Scott Air Force Base).

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. (*Slides available at* 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 Google 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.

Independent App Development

Akay   **New York, NY**
Concept, Design, & Coding   *2013 – 2014 (1 yr)*
- Akay lets you find, create, and share rich multimedia lists effortlessly. Tabled for now but hoping   *2015 – 2017 (2 yrs)*
  to continue development in the near future.

Threeo   **San Francisco, CA**
Concept, Design, & Coding   *2011 – 2012 (1 yr)*
- Threeo is a novel card game for all ages. (*Website:* http://threeoapp.com/)

Volunteering

LaunchCode   **New York, NY**
Mentor, Liftoff (Paid) + Mentor, Discovery (Unpaid)   *2018 (Summer + Fall)*
- Liftoff helps graduates of LC101 (LaunchCode's introductory coding curriculum) build their first portfolio project and teaches career skills including interviewing tips, live coding, résumé writing, and Agile product development methodologies.
- Discovery is an optional online curriculum for students interested in LC101 and includes thrice-weekly office hours at local libraries.

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 • UIKit, Core Data, Parse w/ Cloud Code, Firebase, Auto Layout, Size Classes, Dynamic Type.
Programming • JavaScript, Python, Angular w/ Protractor, MATLAB w/ Psychtoolbox, HTML/CSS/JS w/ jQuery.
Mathematics • Statistics and Probability; Linear Algebra; Differential Equations; Multivariable Calculus.