

John Finley

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EXPERIENCE

User Experience Designer | Google, Inc.

New York City September 2015–Present

I work on products within Google's internal business tool group tasked with a mission to help Googlers work better with each other and be more productive. As a user experience designer, I drive product strategy and work with product managers, engineers, user experience team members, and other functional teams to create prototypes and design concepts that succeed against rigorous internal objectives.

Senior User Experience Designer | The Barbarian Group

User Experience Designer | The Barbarian Group

New York City August 2011–August 2015

At The Barbarian Group, I work within a team of producers, developers, content strategists, and graphic designers to create emotional experiences for our clients. I am responsible for tasks as varied as information architecture, prototyping, and interface design. I participate in design critiques and present my work to clients.

Interaction Designer | Centro

Chicago and New York City October 2008–June 2011

Though I came to Centro as a software engineer, I soon developed an interest in interaction design. I shifted to the Product Development team so I could focus on developing an interaction design framework for our flagship application, Transis. As an interaction design team of one, I established frameworks and schedules which allowed me to perform research, strategy, and conceptual design for multiple web applications used internally and externally.

EDUCATION

MFA Interaction Design
School of Visual Arts, 2011

B.S., Computer Information Systems
John Carroll University, 2007

WRITING & SPEAKING

Streaming Grows in the Gaming Space
Social Media Hot Sheet Trends for 2014. January 10, 2014.

A Healing Touch
Coauthored with Colin Nagy for *Contagious Magazine*, Q3 2013.

Space Out: Sketch Your Ride for the Next Century
Moderated workshop led by Jill Nussbaum at SXSW Interactive 2013.

Interaction of Sound
Presented at IXDA Conference 2012.