Avi Romanoff

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Education

Carnegie Mellon University

B.S. Cognitive Science, Human-Computer Interaction May 2018 University Honors

Engineering

Frontend: React, Backbone
Backend: Node.js, Flask, Django
Native: iOS, Android, GTK+
Databases: MongoDB, SQL

Infrastructure: AWS, Docker

Languages

JavaScript, TypeScript, Go Python, C#, C++, C, Objective-C

Design

Process:

Wireframing

Directed storytelling

Paper prototyping

Personas

Storyboarding

Tools:

Sketch

Dry-erase markers

Caffeine

Experience

Google (2018)

Associate Product Manager – Google My Business

Leading the Photos team, helping connect small businesses to customers around the world through visual storytelling.

Associate Product Manager Intern – Android Automotive

Worked with engineers, designers, and automotive partners across the world to prepare for the launch of Android in cars.

Apple (2016)

Software Engineering Intern − **Ć** Watch

Prototyped novel user experiences to tackle longstanding challenges in wearable interaction. Presented to the VP of Technology.

elementary OS (2011-2014)

Software Engineer, Core Team Member

Led core apps & frameworks for major open-source desktop operating system. 7,000,000 downloads, available in 50 languages.

Selected Projects

Too Many Captains and Not Enough Wire

Finalist, alt.ctrl.GDC Award, IGF 2018

Asymmetric multiplayer game with a custom hardware controller.

Press: MAKE, Newsweek, The Verge, CNET

OnReel.news

1st Prize, Facebook Global Hackathon Finals 2015

Track developing stories around the world in real time through videos from direct witnesses. **Best of 21 finalist teams from 11 countries**.

Fuji

Grand Prize & Best UX, PennApps X

Build, design, test, and run iPhone apps in your browser on any operating system. No Apple hardware required. **Best of 237 teams.**

more projects online at www.avi.bio