

NINA JOSHI

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SUMMARY

Interested in leading teams to solve complex, impactful, interdisciplinary challenges.

EXPERIENCE

- 2015 - now **ERICSSON, AT&T FOUNDRY**, Product and Design Innovation Lead, Palo Alto
Spearheaded new market technology and user centered design research on AR/VR and SDN, led and trained teammembers in Design Thinking projects and methodology, built strong relationships across companies including AT&T, startups, and other partners.
- 2011 - now **PRODUCT AND DESIGN STRATEGY CONSULTING**, Mountain View
Determined product strategy and feature definition for enterprise productivity software and biomedical electronics company website.
- 2014 **LEEO**, Product Manager, Palo Alto
Led foundational research to uncover insights to inform product roadmap and partnership strategy; Product managed responsive marketing and e-commerce website.
- 2011 - 2014 **BARNES & NOBLE NOOK MEDIA**, Product Designer, Palo Alto
Designed tablets from product and feature definition to detailed design development while collaborating with internal and external cross functional teams.
- 2010 - 2011 **HP PALM**, Product Designer, Sunnyvale (Intern 6/10-12/10)
Researched and prototyped technologies and concepts for future roadmap strategy; Designed smartphones from use and feature definition to detailed design development.
- 2009 **MICROSOFT RESEARCH ASIA**, Interaction Designer, Beijing (Intern)
Researched, designed, implemented, and user-tested innovative interface concepts for social networks and enterprise document sharing software.
- 2008 **BMW RESEARCH AND TECHNOLOGY**, Interaction Designer, Munich (Intern)
Researched, designed, implemented, user-tested, and evaluated interaction concepts for driver console and augmented reality Head-Up display for an international market.

EDUCATION

- 2009 - 2010 **STANFORD UNIVERSITY: MS IN MECHANICAL ENGINEERING, MECHATRONICS**
Studied the integration of design, CS, EE, and ME to create smart products.
- 2005 - 2009 **STANFORD UNIVERSITY: BS IN ENGINEERING, PRODUCT DESIGN**
Studied high-level strategic design thinking and tangible user-centered solution creation for products, services, and experiences.

SKILLS

- Prototyping: C, Assembly, C++, Java, HTML, CSS, Python, SQL, Adobe CS, Sketch, Microcontrollers
Language: English (native), French (intermediate), German (basic), Mandarin (basic)
Interests: Improvisational theatre; Swing dancing; Social entrepreneurship