



Dave Feldman

Product & Design Leader
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Work Experience

Facebook: Product Design Manager (2016 - 2017)

Managed the design team responsible for the Messenger Platform, Messenger Monetization, and Messenger Games.

Google: Product Manager, UX Manager (2014 - 2016)

Managed the design team for Gmail and Inbox, with employees in Mountain View and Zurich. Rebuilt the team and helped drive the product strategy and roadmap following Inbox's initial launch.

Product Manager for an experimental project on the Search team, focused on machine learning and mobile experiences.

Emu Messenger: Co-Founder, CPO, Designer (2012 - 2014)

Emu was a smart messaging app that helped people coordinate. It combined machine intelligence with efficient, elegant UX to assist with everyday problems like scheduling and location-sharing. Raised \$1.5M in early 2013. Acquired by Google in August 2014.

CrunchFund: Entrepreneur-in-Residence (2012)

Named as CrunchFund's first entrepreneur-in-residence May 2012.

AOL: Sr. Director, Special Projects (2010 - 2011)

Worked across AOL to improve product experience. A hybrid role spanning product management, UX, design, and engineering.

Managed the [2011 redesign of TechCrunch.com](#), which was successful in nearly doubling page-views per visitor.

Yahoo: Director, UX and Sr. Interaction Designer (2007 - 2010)

Led the design team for Yahoo! Messenger—then the largest instant messaging service in the US. Member of the Emerging Markets strategy team. Helped craft strategy for Yahoo's communication and social products. Designed the first version of Yahoo! Messenger for iPhone, and Yahoo! Messenger for Windows Vista.

Freelance: UX & Strategy Consultant (2001 - 07)

Worked with primarily enterprise and B2B clients on product strategy, user experience, visual design, branding, and front-end engineering.

Juno Online Services: Product Manager (1999)

Microsoft: Software Design Engineer (Internship, 1996)

Solo Projects

Stky (2012 - 2017)

Stky for iPhone is, "the to-do list that saves you from yourself," designed to give less-organized users the sense of control they need to stick with a to-do list. Stky has been downloaded over 28,000 times.

Lala (2017)

A simple iPhone app to help new moms track their breastfeeding.

Duover: Networked File Synchronization (2001 - 2007)

Built and sold a native Mac app that synchronized pairs of folders across an AppleShare network.

Academic Work

Human Computer Interaction Lab, University of Maryland (1998 - 99) Faculty Research Assistant

Human Computer Interaction Group, Cornell University (1998) Research Associate

Education

Harvard University: AB in Computer Science (1998)

Focus on Human-Computer Interaction. Coursework in psychology, technological tools for learning, computer graphics, face perception, artificial intelligence, data structures & algorithms, and tensegrities. Board of Directors, Harvard-Radcliffe Gilbert & Sullivan Players.

Patents

Notifications for Multiple Points of Presence. U.S. Patent Application #12/772,096, filed 2010. With Dudley Wong.

State Transfer for Instant Messaging System with Multiple Points of Presence. U.S. Patent Application #12/772,087, filed 2010. With Dudley Wong.

Graphical User Interface for Displaying Contacts. U.S. Patent #D590411, issued 2009. With T. Kalaokalani Kordus, Joshua Jacobson, others.

Graphical User Interface for a Display Panel. U.S. Patent #D607004, issued 2009. With T. Kalaokalani Kordus, Joshua Jacobson, others.

Content-Based User Interface for Document Management. U.S. Patent Application #11/294,678, filed 2005.

Publications

“Product Design for Bots.” Facebook Messenger Blog, April 2017.

“There is No Design Metric.” Medium, June 2017.

“Think Your App is Beautiful? Not Without User Experience Design.” Smashing Magazine, September 2014.

“Drag & Drop: Think Twice - It’s not a UX Panacea.” Medium, June 2013. Viewed over 25,000 times.

“Visualizing Digital Library Search Results with Categorical and Hierarchical Axes.” With Ben Shneiderman, Anne Rose, Xavier Ferre Grau. Presented at ACM Digital Libraries 2000.

Additional Posts on Medium covering design & tech-related topics.

Tools & Platforms

Design

Sketch, Principle, Framer, Photoshop, Illustrator, After Effects, Cinema 4D.

Development

JavaScript, HTML/CSS, Objective-C, Swift, a little Python and Java, and, of course, vi.