

Robin S. Stewart

robin@robinstewart.com

www.robinstewart.com/portfolio/

Experience

SENIOR RESEARCH SCIENTIST, Tableau Software (2015-2016)

- ♦ Prototyped user interfaces that make statistics and data analysis easier to use and understand.
- ♦ Inventor and co-inventor of 16 patents under review.

USER EXPERIENCE ENGINEER, Tableau Software (2012-2015)

- ♦ Inventor and lead designer of Vizable, a mobile app that makes “deciphering data approachable, intuitive, even enjoyable.” (*-Fast Company*) The app was profiled by hundreds of news outlets and featured by Apple.
- ♦ Mentored new designers and researchers and led workshops on data analysis, statistics, and design.
- ♦ Met regularly with Tableau’s co-founders and other team members to brainstorm and prioritize product development.
- ♦ Designed features and built prototypes for products spanning desktop, web, and mobile.

SOFTWARE DEVELOPER, The Omni Group (2008-2011)

- ♦ Led engineering and design for OmniGraphSketcher for Mac and iPad, a set of applications for illustrative charting.
- ♦ Designed interfaces, crafted information architectures, and implemented features for other Omni apps.

FOUNDER, Robin Stewart Software (2003-2008)

- ♦ Designed and developed a full-featured graphical software application with over 25,000 lines of code.
- ♦ Managed marketing, sales, documentation, customer support, usability research, and strategic planning.
- ♦ The app was acquired by The Omni Group in 2008 to become OmniGraphSketcher.

USER EXPERIENCE ENGINEER, Socrata, Inc. (Summer 2008)

- ♦ Helped improve the online interface for viewing, editing, and sharing structured data.

RESEARCH INTERN, Endeca Technologies (Summer 2007)

- ♦ Created a novel interface for exploring large collections of text documents based on sentence structure.

INTERN, Kinetic Books Company (Summer 2003 and Summer 2004)

- ♦ Designed and programmed physics simulations for a web-based physics textbook.

WEBSITE DESIGNER, Freelance (1998-2015)

- ♦ Created over 20 websites, including information architecture, visual design, client and database programming.

Technical and Design Skills

Programming Languages: Objective-C, Swift, JavaScript, C, C++, Java, Python, HTML, CSS, PHP, SQL, and others.

Libraries/Frameworks: Cocoa (Apple iOS and macOS), OpenGL, D3, StarLogo, Scratch.

Design Tools: OmniGraffle Pro; Axure RP; Keynote; Final Cut Pro; Adobe Photoshop, Dreamweaver, and InDesign.

Education

MASSACHUSETTS INSTITUTE OF TECHNOLOGY: Master of Science in Computer Science

WILLIAMS COLLEGE: Bachelor of Arts, Magna Cum Laude, with Honors in Computer Science and Cognitive Science

Honors and Awards

- ♦ **Tableau Merit Bonus** (for exemplary contributions in 2014 and 2015)
- ♦ **Best Paper Award, CHI 2009** (top 1% of submissions)
- ♦ **National Science Foundation Graduate Research Fellowship** (one of 53 computer science recipients in 2007)
- ♦ **Apple Worldwide Developer Conference Student Scholarship** (in 2005, 2006, 2007, and 2008)
- ♦ **Microsoft National High School Computer Science Scholarship** (one of 15 recipients in 2002)
- ♦ **SAT: Quantitative: 800, Verbal: 800** (perfect score)