

Paul Mandel

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Product excellence through holistic design leadership

EXPERIENCE	Artificial – Head of Design – Digital orchestration for lab automation » Doubled inbound leads by refining company vision, story, and marketing materials. » Increased product velocity by 50% by establishing robust product development process.	Aug 2023 – Present
	Canvas – UX/UI Manager – Collaborative robots to speed up drywall finishing » Managed team of six designers and engineers working across software and hardware. » Implemented UX process and design thinking throughout product and eng teams. » Improved operator satisfaction through successful redesign of on-machine interface.	Jun 2021 – Aug 2022
	Google Nest – Staff UX Engineer – Improving Google-wide hardware product design » Established hardware design as recognized UX Engineering sub-specialty. » Developed hardware-centric prototyping tools used across Google. » Proposed and drove interdisciplinary alignment on LED development playbook.	Nov 2020 – May 2021
	Google Nest – Senior UX Engineer – Prototyping to improve product design process » Managed prototyping efforts for thermostats, Assistant-enabled speakers/displays. » Led design of physical interface for Nest Thermostat and Nest Audio (shipped 2020).	Dec 2018 – Oct 2020
	Amazon Lab126 – Senior Design Technologist – Alexa hardware concept prototyping » Led early-stage concept development for robotic Echo Show 10, Echo Dot w/ Clock. » Led team to design/build standard prototyping platform for unreleased product.	Apr 2016 – Nov 2018
	Amazon Lab126 – Design Technologist – Alexa hardware concept prototyping » Designed and built first functional prototype of Echo Show product concept. » Worked closely with design, engineering to improve product development processes.	Oct 2014 – Apr 2016
	Leap Motion – Software Engineer/Design Lead – Gesture design for novel interface » Led 6-person design/prototyping team to improve desktop gesture controls. » Established user-testing program, drove user-centric values across engineering team.	Sep 2013 – Aug 2014
	Rethink Robotics – Software Engineering Contractor – Manufacturing robots » Developed full range of automated manufacturing acceptance tests. » Helped design high-level robust behavioral control systems.	May 2012 – Aug 2012
	Carnegie Mellon University – Master of Human Computer Interaction (MHCI) » Specialized in novel user interfaces and human-robot interaction. » Worked with head of Robotics Institute to drive user-centric robotics research.	Graduated Aug 2013
MISC EDUCATION	Olin College of Engineering – B.S. in Engineering, Robotics & Control » Developed meter-long robotic tuna fish for senior capstone.	Graduated May 2009
	Sundown Blues – Vice President, Board Member, Events Coordinator – 501(c)(3) » Lead team of 15 staff, 25 volunteers to organize yearly 200-person conference. » Automated time-consuming scheduling and schedule-communication processes. » Led development of first open-source comprehensive blues dance curriculum.	Feb 2014 – Sep 2018
SKILLS	International Blues Dance Instructor » Professionally taught and competed in social blues dancing around the world. » Comfortable in front of crowds, managing large groups in chaotic environments.	Aug 2010 – Sep 2018
	Proficient at leading interdisciplinary teams, communicating with leadership and cross-functional partners Experienced in user-centric design, qualitative research, product strategy, hardware/software prototyping Fluent in modern product development practices including agile, retrospectives, six-sigma, PDP Highly creative, excellent under pressure and plays well with others	