

# Marvin Kennis

Product Designer

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## Work Experience

### UX Design - 2018 to present

Google - Mountain View, CA

Bringing new features to Google Assistant, scoping out future visions and informing strategy through design. Working on complex features spanning multiple product areas in distributed and cross-functional teams

### Product Design and Strategy - 2017 to 2018

Future Interfaces Group - Pittsburgh, PA

Worked on commercializing Zensors, a novel computer vision and machine learning platform, through research and design. Involved in ideation through iteration and bringing the product to market.

### Product Design - 2015 to 2017

Dell (Next Gen product design studio) - Amsterdam

Brought on as a contractor after a successful internship experience to help research and define concepts for future Dell products (15+ different projects). Individual research project on novel (touch-screen) text input in the Singapore design studio during my study exchange.

### Design Intern (20 hours/week) - 2013 to 2015

Dell (Next Gen product design studio) - Amsterdam

Design of user interfaces and technology research for next gen product concepts in Dell's Amsterdam-based satellite design studio.

## Projects

### Wagon ([www.wagon.social](http://www.wagon.social)) - 2018 to present

Actively developing a mobile app that focuses on setting up real-world get-togethers with friends. Front-end in React Native and back-end in NodeJS. Extensively talking to users, quickly iterating to inform product decisions.

### Online arbitrage - 2015 to 2016

Exploited an online software arbitrage opportunity in the prepaid and gift card industry. Scaled up to \$250K+ profits in less than a year. Implemented fraud protection measures and automated customer workflow by more than 80%. Wrote software to protect \$200K+ in digital assets from expiring.

## Education

### Carnegie Mellon University, Human-Computer Interaction Institute, School of Computer Science

Master of Human-Computer Interaction (MHCI)  
2017 to 2018 (3.91 GPA)

Relevant coursework: Interaction Design Studio, Persuasive Design, Programming Usable Interfaces, User-Centered Research and Evaluation, Funding Early Stage Ventures

### Nanyang Technological University, Singapore 2015 - Exchange programme

Courses in Industrial Design, Interactive Devices, Innovation & Technology Management.

### VU University Amsterdam

BSc. Lifestyle Informatics / Artificial Intelligence  
2013 to 2017 (8.0 CGPA)

Relevant coursework: Machine Learning, Intelligent Systems, Human-Computer Interaction, Pervasive Computing

Thesis: Multi-channel discourse as an indicator for Bitcoin price and volume movements (8.5)

Education committee Lifestyle Informatics

## Skills and tools

User Experience and Interaction Design, Product Design, Mobile Design, Prototyping, User Research and Usability Testing, Market Research, React (Native), Python, HTML, CSS, Adobe Suite, Sketch, Figma, Javascript, Text Mining, Framers

## Languages

Dutch (native), English (fluent), German (fluent), French (basics)

## Extracurricular

**Hackathons:** The Next Web 2012, (second place overall, first place on Dropbox platform), PennApps (University of Pennsylvania, US) in February 2014 and January 2015, and HackTheNorth (University of Waterloo, CA) in November 2014.

KPCB Design Fellowship finalist

Wabbit AR Game selected as top 5 out of 1000+ submission for the National Geographic Chasing Genius competition.

Volunteer at MoneyConf 2016 (Madrid).



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