

Raj Lal, MS

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Digital Product Leader

Multifaceted technical career with 10-year track record of innovation and success

Highly creative and multitalented UX lead with extensive experience in designing desktop, web, and mobile applications. Skilled in directing projects liaison between design and development teams working in agile environment. Expert in User Interface design, User Experience, and Information Architecture. Exceptional collaborative and interpersonal skills; able to build exceptional rapport with clients, driving successful product life cycles and coordinating design changes. Proficient in written and oral communication as a publisher author and presented as several engagements. Excel within deadline-driven environments, operating with strict budget requirements.

Core Competencies:

- Product Design
- User Experience
- UI for Mobile, Web, TV etc.
- Strategy & Execution
- Management
- Agile Lean UX
- User Research
- Prototyping

Professional Experience

MobileIron, Inc., Mountain View, California

UX Lead, 11/2015 – Present

Oversee the UXLab and supervise all ongoing projects. Direct a cross functional team across Engineering and Design to generate a consistent UX. Work with UX designers and UX researchers to gather data and requirements from customers. Assisted front-end team implement UI features and advocate for accessible and mobile first design.

Key Projects:

- Created reusable UX component library for developers and upgraded the complete UI of the Enterprise App.
- Showcased leadership as President of MobileIron Speakers Club and founder of Silicon Valley Designers Group.
- Contributed with the design team to create a one stop UX Resource System

Nokia Inc., Mountain View, California

Lead Creative Technologist, 2/2009 – 11/2014

Customized Prototypes in Emerging Platform building disruptive consumer products on NodeJS server and developing 3rd party Web apps AWS, Express, and EJS. Developed Apps for Cross device interaction between, desktop browser, iPhone and iPad. Worked on W3C Widgets for MeeGo device. Created UI frameworks and design guidelines.

Key Achievements:

- Nominated W3C member, worked with industry experts to shape the HTML5 APIs.
- Completed prototyping on Advanced technologies for MeeGo Phone, Research and Development.
- Developed Apps for Cross device interaction Qt/QML, desktop browser, iPhone and iPad.

Sony Electronics, San Diego, California

Lead UI/UX Engineer, 9/2008 – 2/2009

Successfully designed and developed Mobile Apps and Prototypes for Sony Mylo Windows Mobile. Created custom prototypes in Rich Internet Applications (RIA) in Silverlight and Flash and extensively with Expression Design and Blend. Aid in the

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conceptualization and creation of multiple innovative User Interfaces. Mentored software engineers and developers for best practices for user interfaces.

Key Achievement:

- Contributed to the design of the patented of Honeycomb User Interface for Mobile devices.
- Completed Two Thumbs User Interface for Digital Photo Frames and was patented.
- Presented multiple engagements on User Interface design and User Experience.

Entriq Inc., Carlsbad, California

Lead Developer/ Solutions Engineer, 9/2007 – 2/2008

Worked on creating custom branded media store in ASP.NET using JavaScript. Worked with CDN network to optimize the media streaming performance. Created XML Web Service to talk to bridge between .NET and Java Technologies.

Key Achievement:

- Successfully worked on Digital Store NBA, UFC, EchoStar, and dishonline.com.
- Launched feature-rich pay media store to sell digital content.

Proficiencies

HTML5, CSS3, Bootstrap, JQuery & UI libraries
Photoshop, Illustrator, Flash, Silverlight, Sketch & InVision
Mac, Linux, iPhone, & Android devices

Education and Credentials

Master of Science in Computer Science, Lamar University, Beaumont, Texas

Bachelor of Science in Computer Science, India

Certifications

Certified UX Professional for Web and Mobile, Nielsen Norman Group

Professional Development

Stanford Ignite: Innovation and Entrepreneurship Program, Stanford University

Diploma In Digital Design, Art Institute of Pittsburg

Selected Publications

Digital Design Essentials: 100 ways to design better desktop, web, & mobile interfaces (Rockport)

Beginning Smartphone Web Development, with Gail Fredrick (Apress)

Creating Windows Gadgets using HTML, CSS and JavaScript (Sams)

Build Advanced Camera App for Lumia Phones (MSDN Magazine)

Accessibility with HTML5 (MSDN Magazine)

Developing 3D Objects in Silverlight (MSDN Magazine)

Selected Presentations

Evolution of User Interface at Digital Web Design Innovation Summit SFO

Accessible Design at HOW Design conference

HTML5 What's around the Bend at Dept. of Veteran Affairs

Designing Killer Mobile Apps at MoDevUX, VA

N Screens problem with HTML5 at W3C Web Conference Redmond