

# HER STORY IS UNSTOPPABLE



## TECH ADVISORY COUNCIL FOR GENDER EQUALITY BIOS



**Stephanie Chen**, *Immersive Computing Research & Insights Lead, HP* Stephanie specializes in user-centered design, user research, design strategy, design methods, project management, design-thinking facilitation and education. She is currently the Research and Insights Lead at HP, leading design research efforts in the blended reality space for the Immersive Computing Group, including the Sprout system and ecosystem. She was also part of the inaugural fellowship class of the T Lab - a R&D lab within Tipping Point, focused on prototyping human-centered design solutions for local/domestic social impact (reducing poverty in the Bay Area. Stephanie was also the Founder/Director of Chen Design Lab, a design research practice operating independently or as an umbrella for collaboration, and an Innovation Fellow at PepsiCo.



**Melissa Cliver**, *Senior Service Designer, Melissa Cliver Design and Research, LLC* Melissa gravitates towards vision projects that begin with difficult, challenging questions, seek to understand nuanced human behavior, and result in actionable designs. Her recent focus has been service and technology platform development in the realm of healthcare innovation. She has extensive experience as a designer and researcher, ethnographic and fine art photographer, and business owner. As a designer, she prefers a deep-dive approach using multiple design research methods including fieldwork, extensive secondary research, and expert interviews to quickly understand a domain landscape and opportunity areas. She emphasizes visual storytelling to present my findings, with the goal of capturing the essence of implications within current states to inspire practical, executable, transformational designs



### Todd Diemer, Product Designer & Researcher, Fitbit

Todd is a product designer and user researcher at Fitbit. He's used a research-centered design process to expand upon core exercise features, including exercise tracking, heart rate, and how this relates to everyday activity. Prior to Fitbit he worked at a UX consulting firm, focusing on projects related to medical device design around the world. Todd is passionate about designing for emerging markets and believes that good design can help reduce inequality in the world.











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### Ruth kikin-Gil, UX designer and Design Strategist at Microsoft Office

Ruth is a UX expert, product strategist and a practical dreamer focusing on product innovation, with over 15 years of experience in designing desktop, web and mobile products, and with expertise in design strategy, UX design, HCI, information design, visual and oral communications, and management. She is interested in the interplay between society and technology and the ways in which people appropriate technology in unexpected ways. She explores how existing social interactions and behaviors can be supported or transformed by technology and be better facilitated through new products and services.

Ruth spends her time at Microsoft thinking about, and designing for the future of productivity in its broadest sense, creating future Office experiences across a variety of devices, input methods and platforms. In 1999 she co-founded and managed one of the first Digital Product Design Agencies in Israel – Max. Interactive. Max.



# **Brandie M. Nonnecke**, Research & Development Manager for CITRIS, UC Berkeley and Program Director for CITRIS, UC Davis

Dr. Brandie Nonnecke is the Research & Development Manager for CITRIS, UC Berkeley and Program Director for CITRIS, UC Davis. Her research focuses on how information and communication technologies (ICTs) can be used as tools to support civic participation, to improve governance and accountability, and to foster economic and social development. She previously served as Research & Development Manager for the CITRIS Data and Democracy Initiative. Brandie's research has included investigating the use of ICTs within low-income communities in the United States and in developing countries. She also enjoys studying the emergence, evolution, and impacts of telecommunications/information policies. Brandie received her M.S. in Journalism and Mass Communication from Iowa State University and a Ph.D. in Mass Communications from The Pennsylvania State University.



#### Robin Suchman, Senior Program Manager, ITVS

Robin currently leads the product vision and development of OVEE, an online social screening platform developed for the public television industry. Robin brings over 15 years experience managing the design and development of both desktop and online applications, including a 10-year stint in qualitative market research, primarily for the technology industry. Robin graduated from UC Berkeley, Haas School of Business, with a BS in Business Administration; she is an avid traveler, and her interest in both documentary and independent films led her to ITVS.

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### Sowmya Subramanian, Engineering Director, YouTube

For the past 9+ years at Google, Sowmya Subramanian, has started and lead several strategic initiatives for YouTube and Google Maps, and plays an active role with women in engineering for Google. As Director of Engineering at YouTube, Sowmya has driven YouTube's vertical strategy, encompassing YouTube Kids, YouTube Music & YouTube Live. Under her leadership, the products have won several awards, including Sports Emmy in 2012 for the monumental Felix RedBull space jump livestream, best kids app in the AppStore for YouTube Kids, and transformed YouTube to be one of the top global platforms for music artists and fans. Sowmya also plays an active role with Women in Engineering@Google and is currently working on initiatives to change the perception of women in the media. Sowmya started her career at Oracle as an engineer in the core database group working on Oracle 8i. Sowmya earned a full scholarship her Bachelors in Computer Science at Mount Holyoke College, Massachusetts, and a fellowship her Masters in Computer Science at University of Wisconsin, Madison.







