

John Finley

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Summary

User experience designer with over 15 years of experience. Interpersonal connection, collaboration, and AI have been through lines for most of my projects at Google, and I'm proud to have advocated for and shipped accessible and inclusive experiences. My approach to UX design is grounded in user needs and bringing technology into the realm of everyday people. I pride myself on employing cross-functional collaboration and a high quality of craft in my designs and prototypes to get there.

Experience

Generative imagery, Google Search

UX designer

June 2023—Present

- Designed and launched text to image creation within Search Generative Experience (SGE) and Image Search, resulting in significantly positive growth and a more highly engaged user base.
- Core contributor to the co-creation framework supporting queries for six verticals, including creative writing, code generation, and image generation.
- Partnered with framework teams to evolve the SGE Design System to incorporate sharing, exporting, and content management; and with motion designers to include new high-latency loading animations.
- Drove an effort with colleagues in Shopping to unify their SGE feature and ours, resulting in a cohesive and understandable experience.
- Press: [New ways to get inspired with generative AI in Search](#), [New ways generative AI can help you find holiday gifts](#)

Search Generative Experience, Google Search

UX designer

September 2022—June 2023

- Championed the Local Search experience in SGE, where I led design of categorical summaries, place Q&As, and place comparisons.
- Collaborated with MxD, VisD, and front-end engineering to redesign the Search Result Page in 14 weeks.
- Contributed to the foundations of the SGE Design System through stress testing use cases and proposing alternative design solutions that scale across 12 verticals.
- Worked with engineers to functionally prototype 20+ novel experiences, like chat interfaces, video summaries, refinements, multimodality, and more.
- Press: [Supercharging Search with generative AI](#)

Local Search, Google Search

UX designer

February 2020—September 2022

- Lead design efforts for users seeking health and safety information, including COVID-19 testing and vaccine locations, and merchant safety measures.
- Developed features for New Internet Users, including landmark triangulation, text-to-speech place descriptions, and India transit integration.
- Contributed to Search and Geo design systems impacting 1B+ users daily on Search and Maps.
- Created crisis response alerts for users traveling into dangerous areas.
- Press: [White House says it will set up a website to distribute 500 million free COVID tests - The Verge](#), [Google's new tools help businesses during COVID-19](#), [Connecting people with COVID-19 information and resources](#)

Distributed Workspace, Google Corporate Engineering

UX designer

February 2019—February 2020

- Responsible for design and new feature development for the world's largest enterprise video conferencing deployment of 20,000 rooms worldwide, with scope spanning hardware, web, and mobile.
- Applied machine learning to create automatic closed captions and real time translations participants.
- Performed user research on an enterprise trusted tester cohort of 5,000 people, leading to high customer satisfaction and feature adoption.
- Led a team of UXEs and UXRs in the creation of second screen companion experiences to test hypotheses around distributed work, collaboration, and productivity.

Google Meet

UX designer

September 2015—February 2019

- Lead the redesign of the meeting room touchscreen, including its design system and human factors and accessibility considerations. The new hardware saves customers \$1,400 per room.
- Founded an engineering working group applying computational video and audio with a principled approach based on user needs and academic insights.
- Designer for automatic participant framing using machine learning to perform real time camera operations that improve participant satisfaction from 74% to 89%.
- Applied research insights to user needs around remote collaboration, accessibility, and product inclusion, resulting in two patents and one defensive publication.
- Set a UX vision and strategy for a design system of humane and intelligent video conference features for a 60+ person team.

The Barbarian Group

UX Designer

June 2011—September 2015

- Partner cross-functionally with a team of producers, developers, content strategists, and graphic designers on multiple simultaneous client projects.
- Secure executive sponsorship by generating project ideas and developing prototypes.
- Produce creative concepts for web, mobile, and digital installation on very tight timelines.
- Successfully pitch new business to clients like GE, Pepsi, Virgin Airlines, and IBM.
- Lead the team of interaction designers and art directors in project critiques, ideation sessions, and skill-building initiatives.

Basis Technologies (formerly Centro)

UX Designer & software engineer

October 2008—June 2011

- Built features as a full-stack developer in an agile Ruby on Rails environment.
- Created an interaction design framework for our flagship application, Transis.
- Lead design for four enterprise sales web applications used internally and externally.
- Performed user research studies on internal and external participants.

Education

Master of Fine Arts in Interaction Design

School of Visual Arts

New York City, NY

Bachelor of Arts in Computer Information Science

John Carroll University

University Heights, OH