

Jing Jin

CREATING IMPACTFUL PRODUCTS WITH A SUSTAINABLE TEAM CULTURE

Founder, Konsult 2012–2015

End-to-end software creation for startups, featured by the App Store
define product strategy with executives, UX & visual design, rapid
prototyping, project management, team management, software
architecture & development

Safari UI Engineer, Apple Inc. 2009–2012

Maintain a browser's simplicity while making it more powerful
create & pitch concept designs, rapid prototyping, software
architecture & development, refine & resolve UI issues with other
teams, WWDC presentations, author patents

Capstone Project Technical Lead, Second Life January–August 2008

Increase new user retention on Second Life
user research, concept design, UX design, rapid prototyping,
software development

FOR MORE INFO

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flukiness.com/portfolio

Conference Talks, Awards & Publications

Practical CSS Transforms CSS Effects, Part 1: UI Elements and Navigation
CSS Summit 2014 WWDC 2010

The Web's Black Magic Self-Interruption on the Computer
JSConf EU 2012 ACM CHI 2009

What's New in CSS Effects and Animations Contextual Web History
WWDC 2011 ACM CHI 2009

IBM Innovaction That Matters Award 2008
Excellence in Research Presentation 2007

Master of Human-Computer Interaction, Carnegie Mellon University, December 2008, GPA 3.96/4.0

Bachelor of Computer Science, Carnegie Mellon University, May 2008, GPA 3.51/4.0

Keywords for Robots: Product Strategy, Project Management, Public Speaking, Rapid Prototyping, User Research, UX Design, Visual Design, Sketch, Photoshop, Illustrator, Keynote, HTML5, CSS3, Bootstrap, Stylus, Less, JavaScript, JQuery, Node.js, CoffeeScript, Meteor, Git, Svn, AWS, Objective-C, iOS, Android