

# MICHELLE GELBERGER

UX Designer for hardware & digital experiences

michellegelberger.com  
michelle.gelberger@gmail.com  
linkedin.com/in/michelle-gelberger/

## ABOUT

I'm a multidisciplinary interaction designer skilled at creating both digital and hardware experiences to make products that people enjoy using.

My background in computer science and art equips me with the skills to reimagine any kind of products from end to end, ensuring that they work well and feel great.

## WORK EXPERIENCE

### Amazon Web Services

**UX Designer**, May 2021 – Present

- Building and validating Training & Certification experiences for learners using the AWS.Training website to build their cloud expertise.
- Launched the AWS Skill Builder digital learning center website to improve self-paced training for learners, the first in-person AWS Skills Center in Seattle, and keyboard accessibility on the AWS.Training site.

### Bose

**Senior UX Designer**, March 2021 – April 2021

- Led the end-to-end physical and digital experiences for Bose's category of open-ear audio wearables to ensure the frictionless hand off between products and apps for customers.
- Drove hardware, packaging, and companion app design improvements across the entire ecosystem of wearables (headphones and sunglasses) with multiple product, engineering, and marketing teams.

**UX Designer**, August 2018 – March 2021

- Designed product behaviors and unique sensor-based algorithms across a multitude of headphones and audio sunglasses in collaboration with cross-functional teams.
- Defined and launched the experiential design for Bose's Augmented reality platform and SDK at SXSW 2019.

**UI/UX Design Intern**, March 2016 – July 2018

- Created the in-app onboarding to launch Bose Sleepbuds I, the first Bose Health & Wellness product. This design also launched on the Bose Sleepbuds II.
- Built hardware interaction guidelines and prototypes to launch touch control and noise cancellation features on the flagship Bose Noise Cancelling Headphones 700.

### Wellesley College Human Computer Interaction Lab

**Researcher + Teaching Assistant**, September 2015 - June 2017

- Developed software and digital animations for TangiBac, a video game that taught biological engineering to kids.
- Instructed 20+ students in Principles of Human Computer Interaction and 60+ students in HTML, CSS, & JavaScript for Intro to Web Design.

## LAUNCHES

### Physical

AWS Skills Center in Seattle

Bose Frames Soprano and Tenor (4.5 ★)

Bose Frames Tempo (4.6 ★), *Red Dot Best of the Best Award*

Bose Quiet Comfort Earbuds and Sport Earbuds (4.4 ★)

Bose Headphones 700 (4.5 ★), *Red Dot Best of the Best Award*

Bose Noise-Masking Sleepbuds (4 ★), *Time Invention of the Year 2018*

### Software

AWS Skill Builder website

Spotify One Touch integration on Bose headphones

Bose Sleep, Music, and Connect Apps

Bose Audio Augmented Reality Platform

## PATENTS

*Multi-Stage Body Engagement Detection*, 20210306731

*Open Audio Device*, 20210345036

*Active Noise Reduction Audio Devices And Systems*, 20210168503

*Methods and Systems For Sending Sensor Data*, 20200280618

*Methods and Systems for Establishing User Controls*, 10638229

*Spatialized Augmented Reality (AR) Audio Menu*, 11036464

## TOOLS

Figma

Sketch

Adobe CC

HTML/CSS

Miro

Jira

## SKILLS

Hardware UX design

Software UX design

User research

Accessibility

Prototyping

Copywriting

## EDUCATION

### Wellesley College

**Magna Cum Laude**, 2014 – 2018

B.A. Media Arts + Media Sciences, Computer Science concentration

### Massachusetts Institute of Technology

**Cross-Registered Student**, 2016 – 2018

## VOLUNTEER INVOLVEMENT

**Food Lifeline (Seattle, WA)**

**Food Packaging Volunteer**, September 2021 – Present

**Big Sister Boston (Boston, MA)**

**Mentor**, December 2018 – Present

**Project Restore Us (Cambridge, MA)**

**Food Delivery Volunteer**, February 2021 – August 2021