



MICHELLE GELBERGER

Product + Interaction Designer

<http://michellegelberger.com>
michelle.gelberger@gmail.com
[linkedin.com/in/michelle-gelberger/](https://www.linkedin.com/in/michelle-gelberger/)

ABOUT

I'm a multidisciplinary interaction designer skilled at connecting both digital and hardware experiences to make products that help people enjoy the things they love.

My background in computer science and art empowers me to reimagine products from end to end, ensuring that everything works well, looks great, & feels magical.

WORK EXPERIENCE

Bose

UX Product Lead, 2020 – Present

Leading the physical and digital end to end user experiences for Bose's open-ear audio wearables category. Advancing design initiative improvements across the entire ecosystem of new and current wearables in collaboration with product management, engineering, and research. Launched Generation 2 of Bose Frames products.

Inventor of two patents with two additional patents pending.

UX Designer, 2018 – Present

Designing product behaviors and unique algorithms across multiple headphone and audio sunglasses in collaboration with cross-functional product teams. Integrated and launched Bose's Augmented Reality platform on multiple wearables while conducting market research at SXSW 2019.

UI/UX Design Intern, 2016 – 2018

Designed the in-app onboarding to launch Bose Sleepbuds I, the first Bose Health & Wellness product. This setup design recently re-launched on the Bose Sleepbuds II. Created hardware interaction guidelines, high fidelity prototypes, and documentation to launch highly-rated features on the Bose Noise Cancelling Headphones 700.

Wellesley College Human Computer Interaction Lab

Researcher + Teaching Assistant, 2015 – 2017

Supported development and animation for TangiBac, a video game designed to teach biological engineering to children. Instructed 20+ students in Principles of Human Computer Interaction as well as 60+ students in HTML, CSS, & JavaScript for Intro to Web Design.

MIT Scheller Teacher Education Program (STEP) Lab

UX Designer + Researcher, 2016

Designed and implemented features for the TaleBlazer app + web editor platform to enhance the user's navigation experience in all location-based mobile augmented reality games.

LAUNCHES

Products

Bose Frames Tempo (Sport)
Bose Frames Soprano & Tenor
Bose QuietComfort Earbuds
Bose Sport Earbuds
Bose Noise Cancelling Headphones 700
Bose Noise-Masking Sleepbuds

Software

Spotify One Touch integration for Bose 700s
Bose Music App product instructions/settings
Bose Sleep App onboarding/setup
Bose Connect App volume control feature
Bose AR Platform and Developer Portal

TOOLS

Sketch
Figma
Miro
Abstract
Adobe CC
Flinto
Zeplin
Jama
Jira
Keynote
MS Excel

SKILLS

Hardware UX Design
Software UX/UI Design
UX Architecture
Prototyping
Instructional Design
Graphic Design
User Research
Design Documentation
Woodworking
Laser Cutting
Textile Art

LANGUAGES

HTML / CSS
JavaScript
jQuery Mobile
Python
Spoken Russian

INVOLVEMENT

Wellesley in Product Alum Advisor, July 2020 –
Big Sister Boston, Mentor, Dec 2019 –
Camp RSM Program Director, 2016

EDUCATION

Wellesley College

Magna Cum Laude, 2014 – 2018
B.A. Media Arts + Media Sciences
with a Computer Science concentration

Massachusetts Institute of Technology
Cross-Registered Student, 2016 – 2018