Stewart Murrie

DESIGN TECHNOLOGIST

✉ stewart@murrie.org
📞 +1 415.999.4847
🏠 murrie.org
in linkedin.com/in/murrie
📍 San Francisco, CA

SKILLS

UX design
UI development
Software prototyping
Hardware prototyping
HTML/CSS/JS/Elm
Python/Jupyter
C/C++/Java
Arduino/RPi
AI/ML
VR/AR
Design strategy
User research
Product ownership
People management
Team leadership
Coaching/mentoring
Agile/Lean

AWARDS

8 patents
22 innovation awards
4 leadership awards
2 Emmy awards

EDUCATION

MSc, Music Technology
BSc, Computing Science

Hello! 👋

A picture is worth a thousand words. A prototype is worth a thousand pictures.

As a designer and engineer, I love building prototypes to bring ideas to life. I have 20 years of product development experience for professional and consumer applications across desktop, web, mobile, and custom hardware platforms. Many of these started with prototypes I made for hackathons, design sprints, and advanced R&D projects.

If you need a versatile designer with deep engineering expertise and strong leadership skills to help solve challenging, real-world problems, I'd love to hear from you!

Stewart

EXPERIENCE (ABRIDGED)

Sr. UX Designer, Kindle
Amazon, Oct 2021–present

I'm a UX designer and technologist on the Kindle e-reader team in the Books Design Studio. I led the design and prototyping of new brush tools for the Kindle Scribe, Amazon's first tablet with a stylus (launched in Nov '22). I also designed Kindle's first web-based document upload service, amazon.com/sendtokindle.

In addition, I created concept mocks, developed prototypes and ran research studies for several 3-year vision projects.

Sr. Staff Designer, User Experience
Dolby Laboratories, Oct 2014–Sept 2021

I was a design lead in the Consumer Entertainment Group. I designed products that launched Dolby Atmos on Sky Sports, secured Dolby's technology in the latest TV standards, and enabled mobile manufacturers to bring Dolby's newest audio technologies to their customers. I also designed and prototyped several advanced research projects using ML, AR, and Unity.

Product Owner and Sr. Manager, Engineering
Dolby Laboratories, Jan 2011–Sept 2014

I was the Product Owner and software engineering manager for several of Dolby's next-generation professional audio and video content creation products, managing a team of 8 FTEs and 20 contractors.

UI and Engineering Lead
Dolby Laboratories, Oct 2003 – Dec 2010

I was the UX designer and UI architect for several professional audio products, including the Emmy Award-winning Dolby DP600 and Dolby LM100.