Adam Baker

I help teams **uncover problems** and **discover solutions** with interdisciplinary product leadership, design, and engineering skills.

Calico

Exploring the biology of aging | Staff Engineer 2017–present (4.5+ years)

As this Alphabet company's only team member with my skill set, I research, scope, design, *and* code both mission-critical and bespoke software for cutting-edge biology—software to help scientists develop hypotheses and make discoveries in basic science and drug discovery. I also represent design as a discipline, on Calico scientists' wider scientific communication efforts.

IODINE

People-centered medicine | Director of Product & Design 2014–2016 (2.5 years)

I helped shepherd Iodine (acquired by GoodRx in 2016) from mere "idea-on-a-napkin" to several products, including iodine.com (TIME called it "the Yelp of drugs") and Start, a novel antidepressant management platform (an Apple CareKit launch partner). I initially led a 3-person design team, and then our larger product innovation process.

FDA

Protecting public health | UX/PM/Developer 2014–2016 / contractor (2 years)

Collaborating with FDA's chief of health informatics and teams across FDA, we built openFDA from scratch—modern, well-documented, open-source APIs and an interactive website for public health data. openFDA set a standard for government data sharing. I ran interdisciplinary sprints, created the website, and documented APIs, among other responsibilities.

Google

Making information universally accessible | User Experience Designer 2007–2012 (4.5 years)

First on Search (Suggest, Sidewiki, Public Data, and more), then at Google.org (Flu Trends, pandemic response, climate change, etc.), and across Google (hands-on design education, sprints, etc.), I helped Google teams evolve existing products and cook up new ones.

marketcircle

Mac business software | Design Director 2006–2007 (1.5 years)

Led design and re-envisioned the UI of Marketcircle's signature CRM Daylite, created Apple Design Award-winning invoicing software Billings from scratch, re-branded the company, and helped grow it from a handful to more than 25 employees by my departure. Wearing many hats, I also helped hire and lead designers who went onto Facebook, Shopify, and Apple.

Apple

State-of-the-art technology | User Experience Evangelist 2002–2003 / internship (1 year)

Stewarded & wrote content for two major editions of the venerable Apple Human Interface Guidelines and other UX evangelism materials, organized the UX clinic at WWDC, and consulted on Mac UX 1:1 with dozens of developers big and small to ensure they developed the apps with best-in-class Mac OS X user experiences.

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Hard skills
Design, product management, software development.

Soft skills
Bringing together interdisciplinary stakeholders.
Design & product leadership.
Elevating design organizationally.
Incubating products from scratch.
Translating among complex problem spaces, business, design, and engineering.

Domain knowledge
Biology & bioinformatics.
Business software.
Climate change adaptation.
Complex problems & UIs.
Data science & visualization.
Design systems.
Developer platforms.
Evidence-based medicine.
Health technology.
Instructional products.
Public health.
Scientific communication.
Search.
Shared medical decision making.
Startup advising & mentorship.
Training & curriculum development.

Education
B.I.S. in Design/HCI
University of Waterloo