

Radley Marx

Creative Design & Development

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Recent Work

Senior UX Designer / Teleoperations Manager

- Starsky Robotics, 2017
- In first 100 days at autonomous trucking start-up, transformed the teleoperation program from simple prototype (remote driving a tractor at 10 mph on a straight, secluded road) to a multi-station system with drivers operating vehicles in live city / highway traffic.
- Established driver training and evaluation program, communication and safety protocols, and overhauled the control interfaces and hardware.

Senior Android Developer / Product Designer

- Disney Studios / Disney Movies Anywhere, 2014 - 2016
- Directly responsible for 30% higher user-rating than iOS version by instituting an in-code design system and spearheading an eleventh-hour redesign for Android 5.0 using new Material Design navigation and components.

Founder, Head of Product / Design, UX Developer

- Cloud TV, 2009 - 2017
- Created HD Widgets - ranked #1 in Widgets (paid), #6 in All Apps (paid), and hit over 1M installs on Google Play with minimal promotion by creating a revolutionary interface and interacting directly with users around the world.

Flash UI Developer

- Zynga, 2009
- Helped Café World (Facebook game) hit 8 million DAU in the first week by working with a great team, putting in long hours, and writing clean code.

YCombinator Founder, Head of Product / Design, Flash Developer

- Mixwit, 2008
- Enabled music fans to create and share over 60k online mixtapes through Facebook, Tumblr, and other sites by creating a Flash-based editor for assembling a playlist of songs (found through music search engines) and customizing the cassette art.

Senior Flash Designer / Developer

- NFL.com / NFL Networks, 2007
- Media players, realtime data display widgets (score strip, scoreboard, and drive chart)
- Achieved 1.2M daily video views, 3x more views over prior year during same period by building new media players for emerging H.264 Flash video.

Highlights

- UX Designer / Developer
- #1 app on Google Play
- YCombinator Founder

Skills

- UX / Interaction Design
- UX Developer
- Product Vision, Ideation
- Working Prototypes
- Android Development
- Marketing & Copywriting
- Iterative Methodology

Additional Clients

Adobe, Autodesk, Honda, Levis, Leagas-Delaney, Macromedia, Naked Juice, Nielsen, Northwest Airlines, Prentice-Hall, Rockband, Sega, Verizon, and many more

Education

San Francisco State University

- B.A., Cinema
- Multimedia, 2D/ 3D animation, digital cinema
- Undergraduate multimedia instructor: Center for the Enhancement of Teaching