

DAVID SACRET YOUNG

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EDUCATION

CARNEGIE MELLON UNIVERSITY

Masters of Human Computer Interaction
School of Computer Science

Bachelor of Fine Arts

Double Major:
Communication Design (CFA)
Human Computer Interaction (SCS)

SKILLS

Vision and strategy	Customer obsession
Service design	Product-Market fit
Systems design	Growth
Design team development	Retention
Studio/embedded models	Engagement
Design management	Monetization
Customer experience design	Internationalization
Product design	Behavior change
User research	Freemium models
Communication design	Search Engine Optimization
Mobile design	B2B for SMB and enterprise
Web design	Social platforms
Ecommerce	Collaborative software
Crossfunctional workshops	Internal tools and dashboards
Brainstorming sessions	CRM for support or sales
Rapid prototyping	Chatbot and assistants
Experimentation	Social robotics

EXPERIENCE

HOVER San Francisco, CA

Senior Director of Design hired by the CEO to work on Hover's forward looking mission, purpose, vision and strategic roadmap. Helping them build out and elevate the design team.
Jul 2020 – Apr 2022

UBER San Francisco, CA

Service Design and Business Strategy brought folks together across teams, regions, and functions to identify, prioritize, and improve Uber's customer experience, business, and brand aspirations.
Nov 2017 – Oct 2019

Head of Design, Uber for Business worked with crossfunction leads on the vision, strategy, and roadmap of features our team would develop to deepen the habitual use of Uber services by employees and then upsell their companies to buy our premium B2B services.
Jun 2016 – Nov 2017

MYFITNESSPAL San Francisco, CA

Director of Product Design for the health and nutrition service that more than 150million people have used to lose weight and live a happier healthier lifestyle.
Jul 2014 – Apr 2016 (Acquired by UnderArmour in 2015)

ZOODLES Mountain View, CA

Director of Product Design for the award winning Kid Mode™ service 15 million families used on phones, tablets, and computers to give their children safe access to fun and educational content selected to develop age-appropriate skills.
Sep 2009 – Dec 2013 (Acquired by HTC in 2011)

FITNIO San Mateo, CA

Co-founder and Designer of a mobile app company that launched a few iPhone apps focused on health and fitness, locating lost phones, and Olympics companion app.
Jun 2008 – Sep 2010

GOOGLE Mountain View, CA

User Experience Design Lead for Google Maps, Google Docs, Collaboration, Sharing, Open Social, Gmail Contacts, Google Moderator, and Google Trends.
Feb 2006 – Sep 2009

OFFICE OF NAVAL RESEARCH Pittsburgh, PA and Norfolk, VA

User Experience Researcher and Designer worked on natural-language multimodal interfaces on wearable and heads-up displays for new maintenance documentation systems.
Jan 2005 – Aug 2005

E-SCHOLASTIC New York City, NY

User Experience Designer worked on design patterns and style guides to unify Scholastic's offering online across brands. (Harry Potter, Captain Underpants, Clifford, Magic Schoolbus, etc)
Summer 2004

BURLINGTON COAT FACTORY Lebanon, NH

Web Designer and founding member of their eCommerce and Web Teams.
May 1996 – Jan 2002