Nick_Final_ver2

Wed, 4/20 3:43PM   34:37

SUMMARY KEYWORDS

guess, people, work, startup, product, software, agency, design, company,

Speaker 1 01:47

It was actually pretty interesting times yet I was having trouble finding a program that was kind of an interdisciplinary, interdisciplinary mix of like design and like, like a stream I was looking for, I had just discovered what user experience design was. And I was going to school in the Bay Area, getting ready to transfer to Berkeley, and I had kind of looked there, and they had some ways you could potentially get into something like that. And it didn't feel like it was very relevant, or at least applied, which for me, I was looking to just get like, I wanted to, like a big school experience, in a sense, I didn't want to go to an art school or something. Because to me, it felt like, Oh, if I'm doing user experience, like it's something that requires research, like why would I learn research from an art school, it doesn't make any sense. So it was actually really difficult for me to find a school that offered that and I was just Googling and eventually I found Siat, which was great, because not only was it like an applied degree that was relevant to user experience, design, but it also had all these other things. So now it's like anything digital, I've probably done it. But you can do software, you can do media. So it was actually kind of a, I think, really lucky that I found it, which now like it's a lot easier to find programs like this. But yeah, it was kind of one of the first ones that was around that I could find at least. Yeah,

Speaker 2 03:10

that's actually quite unique. I mean, I started school in like, 2013 ish. And so user experience and design, I guess jobs didn't really, I guess, blow up until later, half the 2010s until 2016. If you can answer the tabs, you find out about user like experience research and UI way back then.

Speaker 1 03:31

Well, I think the big thing for me like how I kind of got into it, in a sense was just everyday using websites and applications just really frustrated me. And I was like, There's got to be a way to fix this. Like there must be a better way. And I think a lot of it was just Googling again. But I think it probably helped that I was in the Bay Area. Like, I think when I first figured out I was living in San Diego, and it was I was actually going to architecture school. So it was like I was getting kind of frustrated with that. And I realized that, hey, there's all these other opportunities that are and I guess a lot of everything I do is kind of Google it and figure it out. But

Speaker 2 04:07

so now you're in Siat and you're kind of in the program that you were wanting an interdisciplinary program focusing on design and user experience. How was your time at Siat? And I guess what was the most memorable and I guess helpful aspects of Siat, you found in your degree. So I think as far as like, the most memorable or the most useful things for me, from Siat, there's, there's kind of three things like as far as day to day, a lot of it was actually kind of learning how to learn. Because we were going through so many different things. It was like, like all these different I guess grammars of like different, like skills that you have, and

...pany has, or like the type of company is like the type of work I'll be doing. Generally speaking, i'll be

lie at the intersection, I think of like software engineering and product. So I've gotten really lucky in the positions that I've been in where I can, like have visibility or a little bit of like, input or at least communication with the product side of things. And maybe it's not in terms of like, making an impact of like, oh, this is what the product should be. But it's having the ability to give feedback as far as like from the software side, like what's feasible or what's viable. Like, like, what makes sense. And using that to kind of, like, influence things on the product side. But also like, because I have all of that sort of domain knowledge about like, the product side of things I'm able to like, I mean, the big thing, again, is like I'm able to communicate with with those people and kind of make sure we're making the best decision we can. Because it's even it's not even just like product or design or software, like a lot of it is the business aspect of things. Because at the end of the day, like could be you're working for unless you're working for yourself, like the goal is to make money, even if you're working for yourself. Like, that's reality.

Speaker 2 12:52
Unfortunately,

Speaker 1 12:54
yeah, and I think that's something that a lot of people coming out of design school3ch

 that kind of stuff that regardless of what side you're on,   ê

Speaker 2   18:20
 yea

Speaker 1   18:20
 find my new job, basically. Because, like, I get, I mean, I get bored easily, like, I need something that not only that I can care about and feel like I'm doing good work, but also like something that's engaging. And I think that's part of the reason why I decided to go with like a startup as opposed to like a large company. Like, I guess you'd say, like, I know, a lot of people that work at like Google and Facebook and whatever. But for me, like, beyond the fact that, to me, it feels like I'm not necessarily like improving the world by working with those companies.

Speaker 2   18:48
 Yeah.

Speaker 1   18:50

Speaker 2 19:54

yeah, wow

Speaker 1 20:16

and it's only eight months. So like, I knew that, like, yes, it's a car company, but there's so much kind of software stuff that they were doing in digital that like, I knew that I wasn't ever really going to be bored.

Speaker 2 20:39

Yeah,

Speaker 1 20:39

and that was a big part of it, I want to be somewhere that I am proud to say I work there. And we're there's always interesting stuff going on.

Speaker 2 20:48

yea

Speaker 1 20:48

So I think the biggest takeaway for me as far as like, figuring out your path is, like, get as much exposure to as many different types of things as you can as early as possible. So you can better figure out like, what's gonna make you happier, like, like, work is like a third of your day.

Speaker 2 21:09

mmhmm

Speaker 1 21:10

It's kind of like people say, Oh, sleeps through your life, you want to like spend money on a good mattress, it's like the same thing that work. It's like, it's very difficult, I think, to figure out exactly what it is that you want to do. So just kind of get out there as much as possible. And, like, hopefully, you'll find something that makes you happy sooner rather than later.

Speaker 2 21:28

Speaker 1 21:29

I mean, for me, like, I took 10 years in undergrad degree, it's like switching what it was I want to do, I was in architect school for two years. And then I was like, I wasn't quite right. And I was, like, Oh, I wanna do like, I gnd w

grow like personally and professionally where you are versus where you want to go next. And I think a lot of what I've done actually has been trying to figure out better where I want to go next. And like that part of things like I've probably got a good idea. But realistically, there's also the aspect of figuring out like, what, like, what do you want to do where you are now. Because if you're at like, I just regardless of what company you're at, like there's potential to do to have like some some level of movement, whether it's up or sideways or whatever in within your own company. And like, if you know what it is you want, then like you can say like, oh, I want to like go into management or whatever, then that means I'm going to like attack different problems, different ways. Versus if you want to just be I guess what they call like an individual contributor where you just want to like be like a really proficient like designer or engineer, like that's gonna be like different goals. It's kind of like, do you want to work with people? Do you want to just like, make things like what satisfies you? Like, at the end of the day, I feel like a lot of what you do at work is figuring out like, what's gonna make me happy. And like, a lot of what I do, like, isn't actually doing the work itself is trying to figure out like, is this, like, satisfying me? But right now, realistically, a lot of what I'm do is just trying to kind of keep afloat where am I haven't gotten to the point where I can figure out my next steps yet, because like,

Speaker 2   28:22

yea

Speaker 1   28:23

realistically, when I first started at rivian, like, my team was like four people, like, there wasn't really much time for anything. And like I was the only front end person. So if I stopped working, nothing happens. So I just

Speaker 2   28:36

right

Speaker 1   28:36

had to work endlessly. Which I mean, some people be like, Oh, that sounds terrible. But like, you're working in a startup, you know, what you're signed up for, like, a big part of it is if you're working in a startup, you've got the so t the n, somehet tn, rebig part

Speaker 2   31:07

 Yea

Speaker 1   31:07

 So for me, that ended up being like, I actually like, in the end, like, I got, like, for nine months, nothing ever worked out. But then in that 10 months, like, I kind of figured out like, Ok i