

Kevin Bomberly

PRODUCT DESIGNER

bomberly.com/portfolio
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Burlingame, CA

SKILLS

Product Design
Strategic Planning
Information Architecture
Experience Design
Interaction Design
Storyboarding & Wire-framing
Prototyping
Workflows
3D Design
Motion Graphics
Web Development

DESIGN TOOLS

Photoshop, Illustrator
Dreamweaver, Atom
Final Cut Pro, Motion
Cinema 4D, Blender

DOCUMENTATION & PLANNING

MindNode, OmniGrapher
Adobe XD, Sketch
Pages, Keynote, Numbers
Slack, Trello, JIRA

LANGUAGES

HTML, CSS, SASS, HUGO
JavaScript, JQuery
Objective-C, Swift
Japanese

DEVELOPMENT

Xcode, Atom
Git, SubVersion

I am a **product designer** and design strategist with 20 years of success producing friendly, intuitive user experiences and content for amazing organizations. My focus is to deliver intuitive user-centric solutions, contextual interaction systems, and touch-first mobile user experiences.

KEY EXPERIENCE

BRANDING/WEB DEVELOPMENT (CONSULTANT) STREAMLIO OCT 2017 – PRESENT

Working with the VP of Marketing I created branding and assets, and developed their web site using HTML, SASS, JavaScript, and HUGO.

- Produced branding guide, style manual, redesign logo, and logo assets
- Designed web site, templates, and style manual with HTML, SASS, JS, and HUGO

LEAD PRODUCT DESIGNER (CONSULTANT) ADOBE JUL 2016 – OCT 2016

With an aggressive four month deadline, I designed a touch-first 3D painting mobile app for Microsoft Surface to demo at for Adobe MAX 2016.

- Defined goals and features — 100% responsible for all design decisions
- Produced user workflows, wireframes, UX specifications, and final UI assets

UX/IXD CONSULTANT - PROJECT FELIX ADOBE JUL 2015 – JUN 2016

Working with design, management, and engineering, I produced several presentations on interaction and experience to help shape the product.

- Helped drive product design goals from initial concept the MAX beta release
- Created presentations on user interaction systems, experience, and workflows

FOUNDER, SR. PRODUCT DESIGNER CRAFTMASTER SOFTWARE OCT 2015 – NOV 2018

I managed all aspects of CraftMaster Software's design/UX initiatives, including development of our voxel editing app for Windows/macOS/iOS platforms.

- Designed UI including custom font, icons, interaction systems, and assets
- Developed branding, web site, and marcom collateral and content

LEAD UX/UI DESIGNER - PHOTOSHOP (CONSULTANT) ADOBE OCT 2010 – JUN 2015

Delivered measurable increase of usage and a better user experience by implementing a course correction to Photoshop's 3D tools and services.

- Conducted user studies and partner meetings, targeting pain-points, and define strategic goals. Worked across teams to integrate new technologies and services
- Increased usage >250%, developed a realtime UX for 3D editing & printing tools
- Co-produce C-Level presentations for internal initiatives with >65% buy-in rate

FOUNDER, SR. PRODUCT DESIGNER ABLE PEAR SOFTWARE OCT 2008 – PRESENT

Primary designer of a boutique consulting firm responsible for all aspects of product, branding, experience, and interaction design.

- Worked directly with clients and vendors to create solutions ranging from enterprise desktop and mobile apps to branding, web site design, and content