Kevin Bomberry
PRODUCT DESIGNER

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Burlingame, CA

SKILLS

Product Design
Strategy Planning
Experience Design
Interaction Design
Motion Graphics
Web Development
Storyboarding & Wireframing
Prototyping

DESIGN TOOLS

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

DOCUMENTATION & PLANNING

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

LANGUAGES

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

DEVELOPMENT

Xcode, Atom
Git, SubVersion

PROFILE

I am a **product designer** and design strategist with 20 years of success producing products, user experiences, and content for amazing organizations. My focus is on user-centric solutions to contextual interaction systems, 3D / AR / VR tools, and touch-first mobile user experiences.

KEY EXPERIENCE

BRANDING/WEB DEVELOPMENT (CONSULTANT) — STREAMLIO
2017–2018

I worked with the VP of Marketing to create their branding and assets, as well as developing their web site using HTML, SASS/CSS, JS, and HUGO.

- **Created branding guidelines, logo assets, web graphics, style manual.**

PRODUCT DESIGN (CONSULTANT) — ADOBE
2016

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

- **Helped define 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
2015–2016

I worked with design, management, and engineering teams providing deep knowledge and unique perspective on 3D user interaction and experience.

- **Helped drive product design goals from initial concept the MAX beta release.**
- **Presented reports on user interaction systems, experience, and workflows.**

FOUNDER, CDO — CRAFTMASTER SOFTWARE
2015—PRESENT

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

- **I created a custom font, icons, interaction systems, app UI layer and assets.**
- **I developed branding, web site, and marcom collateral and content.**

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

Implementing a course correction to Photoshop's 3D tools and services, I delivered a measurable increase of usage and a better user experience.

- **I conducted user studies and partner meetings to targeting pain-points and define strategic goals. Worked across teams to integrate new technologies.**
- **Developed realtime 3D editing and 3D printing tools, increasing usage by 250%.**
- **Authored content and co-produce C-Level presentations with 66% buy-in rate.**

FOUNDER, CDO — ABLE PEAR SOFTWARE
2008-PRESENT

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

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