

www.bomberly.com  
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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.

- Created a custom font, icons, interaction systems, app UI layer and assets.
- 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.

- Conducted user studies and partner meetings, 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.