

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. Solely responsible for all design decisions.
- Created 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 tools, 3D printing, and properties panel.
- Authored content and helped produce C-Level presentations.

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.