



J. Russell Huffman

Austin, Texas based product designer

Design Lead
Design Manager
Product Owner

678-313-2894
jrussellhuffman@gmail.com
<http://www.jrussellhuffman.com/>
Website password: Software

Summary

I am the product owner for IBM Quantum's digital education theme, leading an interdisciplinary product team of engineers, designers, writers, and quantum researchers across 6 time zones. I am trained as a product designer with over 12 years of experience, specializing in emerging technology, primarily quantum computing and artificial intelligence.

Experience

IBM | Product Owner & Design Lead

July 2016 - Present, Austin, TX

Product Owner | IBM Quantum

(Sept 2022 - Present)

From the successes of the Qiskit Textbook, I was appointed Product Owner of IBM Quantum's digital education strategy, where my mission is to build the future quantum workforce by enabling both client and community users to learn and work with quantum computers.

Design Lead | IBM Quantum

(Oct 2019 - Present)

As the design lead for the Qiskit team within IBM Quantum, I lead the design of IBM Quantum's education platform, known as the Qiskit Textbook. To date, this platform is the industry leader for learning quantum computing where we support over 50K monthly active users as well as over 1B quantum executions to date.

UX Product Designer | IBM Quantum

(Sept 2018 - Oct 2019)

As a product designer for IBM Quantum, I worked with one other designer to design the first cloud computing software product for interfacing with quantum computers, called the IBM Quantum Experience. This platform is still the industry leader for quantum computing software.

UX Product Designer | IBM Watson

(July 2016- Sept 2018)

As a product designer with the IBM Watson design team, I worked on designing enterprise scale artificial intelligence based products including software for the legal industry and other clients such as Salesforce.

Experience (cont.)

Georgia Tech | Research and Teaching Assistant

Aug 2014 - May 2016, Atlanta, GA

As a teaching assistant, my role was to assist in leading lessons for the Intro to Computational Media class of over 75 undergraduate computer science students, lead workshops outside of class, and grade papers, assignments, and projects. As a research assistant, my role was to Identify and develop platform needs and to conduct product and literature reviews of existing platforms/processes and develop supporting infrastructure that enable project studio work to proceed.

Porsche Cars North America | Intern Web Development Engineer

Aug 2014 - May 2016, Atlanta, GA

As a teaching assistant, my role was to assist in leading lessons for the Intro to Computational Media class of over 75 undergraduate computer science students, lead workshops outside of class, and grade papers, assignments, and projects. As a research assistant, my role was to Identify and develop platform needs and to conduct product and literature reviews of existing platforms/processes and develop supporting infrastructure that enable project studio work to proceed.

Signature Design | Associate Interpretive Designer

May 2012 to Aug 2014, Atlanta, GA

As an associate interpretive designer, my role was to do web development, map design, computer rendering, animation, as well as marketing and consulting new clients. Projects include national heritage areas, nature preserves, historic neighborhoods, and schools.

The 42nd Floor | Graphic Designer and Assistant Manager

January 2011 to May 2012, Milledgeville, GA

As a graphic designer and assistant manager, my role was to design custom apparel, consult and correspond with clientele, and manage the storefront. Work included on-the-spot graphic design for clients in Photoshop and on-the-spot printing of garments.

Education

Georgia Tech | Master of Science in Digital Media

Aug 2014 - May 2016, Atlanta, GA

Graduating GPA: 4.0

Georgia College and State University | Bachelor of Art in Fine Art

Aug 2008 - May 2012, Milledgeville, GA

Graduating GPA: 3.6

Accomplishments

Intellectual Property Development

From 2016 to present, I have been involved in creating and disclosing inventions, which have resulted in 9 patents filed with the US patent office, including 5 quantum computing patents.

[More info](#)

SxSW Speaker

I was invited to be a panel speaker at SxSW in 2022 by The New School's Innovation Center on a panel called "Quantum Computing for Design and Social Good" to discuss my collaboration with them on the Quantum Design Jam, an event where we introduced quantum computing to artists and designers.

[More info](#)

Sotheby's Art

In 2022 I collaborated with AI artist Pindar Van Arman to create an artwork called Quantum Skull that was exhibited at Sotheby's. To the best of our knowledge, this was the first artwork that utilizes quantum computing to be sold at a Sotheby's auction.

[More info](#)

Manhattan Art Installation

In 2022 I completed an artwork called Teleportation Disk installed in an IBM office in New York City. The piece is the first of its kind in that it uses a real quantum computer to procedurally generate the artwork.

[More info](#)

Quantum Art Exhibition

Since 2020, I have built a relationship with The New School's Innovation Center and the Parson School of Design in New York City by doing quantum computing hackathons and guest lectures. In March of 2023, I organized an art exhibition in partnership between IBM and The New School where every artwork utilizes quantum computing.

[More info](#)

Wild Ducks Playing Cards

I organized and led the Wild Ducks Playing Cards, a project where artists from around the world each illustrate a single card for a deck of cards. The project was done 3 different times over the course of 3 years, and in total included over 120 artists from over 25 countries and 6 continents.

[More info](#)

References

Liz Durst | Director, IBM Quantum & Qiskit Community
lizdurst@us.ibm.com

John Watrous | Technical Director, IBM Quantum Education
john.watrous@ibm.com

Michael Kriegshauser | IBM Quantum Design Practice Lead
michael.kriegshauser@ibm.com