Bill McKessy
Designer / Developer

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I help create great experiences on the web. I love high performance data driven interfaces, clever interactions, and pushing the limits of what the modern web can deliver for users.

I like to use D3, Three.js, Blender, Figma, React/Redux, Node, AWS, GCP, and git.

Director at Oregon Mathematics B.V. *December 2020 - Present (<1 year)*
The business I started for my independent / freelance / contract work in Nederland.

- Building interactive data visualizations using D3, Three.js, and React.

Principal Designer at Palo Alto Networks *February 2018 - December 2020 (~3 years)*
I helped design and build enterprise SaaS products to secure the cloud.

- Worked across multiple teams to refresh legacy applications and develop new offerings.
- Created prototypes to realize and refine the experiences Product Managers had in mind.
- Consulted with Designers on how to best leverage data visualization in their products.
- Embedded myself in Engineering teams to ensure quality was not compromised.

Product Design Manager at Evident.io *January 2014 - February 2018 (acquired) (~4 years)*
I ran the Product Design team for a first-to-market cloud security startup, from seed funding to $300M acquisition.

- Hired and managed a team of graphic designers, UX designers, and front end engineers.
- Developed prototypes for dashboards, reports, and other data exploration interfaces.
- Refined prototypes into polished deployable products, and supported them after release.
- Participated in the Sales and Solutions Architect pipeline for high touch clients.

Interactive Developer at Freelance *January 2008 - December 2014 (~6 years)*
I built interactive installations for events, museums, and ad companies.

- Mostly C++ based OpenGL graphics work using OpenFrameworks.
- Designed and developed data-driven experiences with non-standard interfaces.
- Computer vision, marker based AR, shaders, particle simulations -- stuff like that.
- Lots of sub-sub-sub contracting work that I don't miss.