**Charles M. Howard,**Product Designer / Frontend Developer

I’m an experienced Product Designer with a background in Frontend Development and Product Discovery, skilled in leading products from discovery, through the design phase, to deployment.

**Contact Information**

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* Phone: (901) 275-6428

**Links**

* Behance:<https://www.behance.net/chuckhoward>
* Calendly:<https://calendly.com/interview-chuck-howard/45-minute-meeting>
* Codepen:<https://codepen.io/chulps>
* Github:<https://github.com/chulps/>
* Stackoverflow:<https://stackoverflow.com/users/2146031/chulps>
* Website:<https://chulps.github.io/react-gh-pages/>

**Skills**

* A/B Testing
* Adobe Illustrator
* Adobe Indesign
* Adobe Photoshop
* C#/.NET/Azure
* Chat GPT and other AI tools
* Data Visualization
* Design Systems
* Frontend Development
* GitHub/Bitbucket
* Google Analytics
* Google Optimize
* Graphic Design
* HTML/HTML5
* CSS/CSS3/
* JavaScript/Typescript
* Product Management
* Product Roadmapping
* Prototyping
* React/React Native/Angular/Svelte
* UI/UX Design
* Usability / Heuristics
* Web Design
* Wireframing

**Work Experience**

UX Designer/Frontend Developer, XPRIZE Foundation, Los Angeles (January 2023 – Present)

* Developed and executed a comprehensive UX/UI design overhaul for the company website resulting in a 45% increase in user engagement and a 30% decrease in bounce rate.
* Implemented responsive designs using Angular, .Net, C#, and Azure, resulting in 98% mobile compatibility across all company applications.
* Spearheaded the development and maintenance of XPDS (XPRIZE Design System), which facilitated efficient design implementation across all company products, resulting in a 20% reduction in design implementation time.

Product Design Lead (Co-Founder), Yarden, San Francisco (Remote) (March 2021 – Present)

* Leveraged user research to inform design decisions and create a seamless mobile app experience, resulting in a successful launch on the App Store with 5 stars.
* Developed and implemented a cohesive brand strategy across all marketing channels, resulting in increased brand recognition by 30% and driving growth opportunities.
* Directed a comprehensive user research study that resulted in a 20% increase in customer satisfaction and a 15% decrease in user churn rates.

(*Acquisition*) UI Engineer, Foundry Digital, Rochester, NY (Remote) (April 2022 – October 2022)

* Spearheaded the development and implementation of Foundry's comprehensive design system "Metal", resulting in a 70% reduction in design inconsistencies across all products and services.
* Collaborated with engineering teams to build, test, and iterate on high-fidelity prototypes for Foundry's Staking Portal, resulting in a 50% increase in user engagement within the first month after launch.
* Founded DCG Design Guild, a cross-company initiative to foster collaboration and knowledge sharing among designers at Digital Currency Group’s subsidiary companies. Led bi-weekly heuristic studies to identify best practices and emerging trends in UX design.

Senior Design Technologist, Upstate Interactive, Syracuse, NY (Remote) (February 2022 – April 2022)

* Led the design and development of web application solutions for 20+ clients, resulting in a 95% satisfaction rate and $2.5M in revenue.
* Mentored a team of 6 developers on cutting-edge design technology and techniques, resulting in a 35% increase in productivity and a more cohesive team dynamic.
* Built high-fidelity prototypes using React, Sass, and Typescript to validate product concepts with stakeholders, reducing design iterations by 50% and accelerating time-to-market.
* The company was later acquired by Foundry Digital

(*Promotion*) Product Design Lead, CRI Genetics, El Segundo (August 2021 – December 2021)

* Researched and analyzed Genetics market trends and user behavior, resulting in the successful launch of 3 new products that drove a 20% increase in revenue.
* Led the product design process from ideation to launch, collaborating with a team of developers, marketers, and copywriters, resulting in an average improvement of 10% in various targeted metrics.
* Planned and conducted A/B tests for new features, resulting in a 20% increase in user engagement and retention.

Senior Front-end Developer, CRI Genetics, Los Angeles (April 2020 – August 2021)

* Design and build UI
* Create and maintain the design system "Nucleotide"
* Collaborate with team members to push products from concept to launch
* Plan and set up A/B tests

Creative Director, Clicktool, Los Angeles (August 2018 – April 2020)

* Developed a marketing platform for affiliate marketers, leading to the successful creation and launch of multiple products and services from concept to completion.
* Designed and implemented a user onboarding process and an educational product, increasing platform adoption and user satisfaction.
* Created complex analytics features for monitoring marketing campaigns, empowering users to run their own split tests and optimize their strategies effectively.

Art Director/Designer, Sullivan Branding, Memphis (April 2015 – March 2017)

* Create various media for brands including FedEx, Hilton Hotels, Homewood Suites, and Simmons Bank
* Collaborate with Creative Director, Account Managers, Designers, Copywriters, Animators, and other creatives to execute concepts
* Support Senior staff with their projects on an as-needed basis

**Education**

University of Memphis, Memphis - BFA Graphic Design

* Bachelors degree in Graphic Design
* UCLA Extension's Full-Stack Web Development Bootcamp

**Courses**

* MAP Management Training, Map Consulting/Management Services (March 2021 – March 2021)
* Fullstack Web Development Angela Yu
* Angular
* Modern React with Redux

**Hobbies**

* Travel
* Artificial Intelligence