

Colin Olphand

About me	<p>colinolphand.com</p> <p>colinolphand@gmail.com</p> <p>+1 (647) 563-2511</p>	<p>6+ years of expertise building products and leading small design teams. I thrive at small companies and startups, where I've helped teams establish market fit, and refine their product strategy and execution. I am technical, opinionated and outcome oriented. Well versed in product management and development, I can iterate and move from idea to execution quickly.</p>		
Experience	<p>ContactMonkey</p> <p>Product Design Lead</p> <p>Jan '24 – Present</p> <p>Sr. Product Designer</p> <p>Mar '23 – Dec '23</p>	<p>ContactMonkey is on a mission to improve employee communications and engagement. I was their first designer, designed dozen of features, rebuilt their Design System, helped rebrand the company and since our \$55M Series A, I am now leading an amazing design team to support our growth.</p>		
	<p>Lyceum Health</p> <p>UX Lead</p> <p>Jul '21 - Dec '22</p> <p>Sr. UX Designer</p> <p>Jun '20 - Jan '19</p>	<p>Lyceum helps doctors and drug manufacturers identify candidates for complex and onerous therapy changes. Navigating the healthcare system and finding our market fit was challenging but rewarding. I shaped the UX practice, product vision and strategy to ensure that patients and health professionals are fully supported on their care journey.</p>		
	<p>Cority</p> <p>UX Designer</p> <p>Mar '19 – Jun '20</p>	<p>Capco</p> <p>UX Designer</p> <p>Oct '18 – Jan '19</p>	<p>DCBrain</p> <p>UX Designer</p> <p>Mar '19 – Jun '20</p>	
Mentoring	<p>DesignLab</p> <p>Mentor, UX Academy</p> <p>May '23 – Present</p> <p>Facilitator, Group Crits</p> <p>Apr '21 – May '23</p>	<p>I coach up to eight UX bootcamp graduates per year, help them find a job and differentiate themselves in a crowded market through weekly feedback sessions, portfolio critiques and interview prep.</p>		
Education	<p>UX Academy</p> <p>DesignLab</p> <p>Oct '17 – Mar '18</p> <p>MSc. in Prof. Communication</p> <p>Clark University</p> <p>'15 – '17</p>	<p>480+ hour full time program covering UX Design theory & practice, hands-on projects, group critique sessions and 1-1 mentorship.</p>		
Skills	<p>Product</p> <p>Product Strategy</p> <p>Market Research</p> <p>User Research</p> <p>Product Management</p> <p>Stakeholder Management</p>	<p>Design</p> <p>E2E Product Design</p> <p>Design Systems</p> <p>Peers Mentoring</p> <p>Design Management</p>	<p>Tools</p> <p>Figma</p> <p>Storybook</p> <p>Typescript</p> <p>Angular</p> <p>Vue</p> <p>Tailwind</p>	