KEVIN WILSON Product Designer

EXPERIENCE

Senior Product Designer at Mesosphere – San Francisco, Ca
September 2015 to present

Lead product designer for the provisioning, networking, storage, multitenancy, hybrid cloud, and management areas of Mesosphere's Enterprise DC/OS, the "Datacenter Operating System" for datacenter operators. Working closely with designers, developers, and product managers to develop end-to-end features, from user flow and wireframe and prototype development, to visual design and QA. Conducting extensive user testing and user research to validate and improve upon designs and user experiences on a regular basis. Developed a design system for use with the design and front-end teams to speed along the prototyping and development process.

Visual Designer at CloudFlare – San Francisco, Ca
June 2011 to September 2015

First and lead visual designer for a quickly growing Internet startup company. Responsible for all visual presentation of the company, ranging from managing the brand to designing and producing print materials and user interfaces for various CloudFlare products.

Graphic Designer at PAIR design – Rancho Cordova, Ca
June 2009 to June 2011

Worked with a small team of designers to create a large variety of print and web projects, including corporate identities, posters, brochures, websites, flash animations, and apparel. Worked from concept to final production with art directors, vendors, and fellow designers, juggling several projects at once with high pressure deadlines.

SKILLS

User experience design
Interaction design
Leading and managing design teams
Responsive design
Design systems & tooling
Comfortable with HTML, CSS, Sass, Git

TOOLS

Sketch
InVision
Adobe Illustrator
Adobe Photoshop
Adobe InDesign

CONTACT

325 N Park Ct.
Martinez, Ca 94553
+1 707 301 9355

silverem2@mac.com
kevin.design

References are available upon request.

Hello Sprig,

I'm seriously interested in the designer position at Sprig and I'd love to chat with the team to learn more about the position, about design challenges at Sprig, and about where the brand and product are headed. I believe that my experiences and my passion for design make me a qualified candidate.

Currently, I am the lead visual designer at CloudFlare. During my 4+ years there, I've worked on a variety of visual design, UI and UX projects, including leading a complete redesign of the CloudFlare user interface as well as responsive redesigns of the CloudFlare marketing website and support website.

As the 17th employee at CloudFlare, and the first designer of any kind there, I helped build the brand and establish a voice for the startup as it grew. We constantly iterated on the experience of the product, all while establishing resources, assets and processes for the marketing team. These days, CloudFlare is a profitable, nearly 200-person company with 4 offices. I now manage a team of 3 designers that also work on every project at CloudFlare, from marketing to product.

It was a valuable experience, and I've learned a lot, from efficient time management, to basic programming, to having to present and explain my work to colleagues, other teams, and management. As part of a team and as an individual, I learned how to prioritize for short-term projects, and how to plan for long-term goals. In addition to working efficiently with the Adobe Creative Suite, I can code in HTML and CSS, and have some experience with motion graphics and illustration.

I have a BS (Graphic Design) and BA (Photography) from Sacramento State. Before CloudFlare, I worked as a graphic designer at two design studios in the Sacramento area. I would love the opportunity to expand upon these experiences in person, talk more about my design skills, and to talk about how I could contribute to Sprig.

Please be sure to check out my portfolio of work at http://kevin.design.

Thank you for your time!

Kevin Wilson