



## 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". Worked closely with designers, engineers, and product managers to design and develop end-to-end features, from user flows and wireframes, to prototypes, visual design and QA. Conducted extensive user testing and user research to validate and improve upon designs and user experiences on a regular basis. Created a design system based on the concept of atomic design for the front-end and design teams to use, in an effort to encourage communication and 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  
Interface design  
Responsive design  
Design systems & tooling  
Leading and managing design teams  
Comfortable with HTML, CSS, Sass, Git

### TOOLS

Sketch  
InVision  
Adobe Illustrator  
Adobe Photoshop  
Adobe InDesign

### CONTACT

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References are available upon request.