

Aaron Kapor

EXPERIENCE

Homepolish

October 2017 – January 2019
Product Designer

After taking a sabbatical to get married and move to California, I joined the product team here - working remotely - to rework their registration and project creation user journeys. I also spearheaded the design for a new digital product allowing interior designers to better organize, share and collaborate their ideas with their clients.

Betaworks/Instapaper

June 2014 – August 2016
Senior Product Designer

Worked as the sole designer with a small team of engineers. Implementing a number of new features as well as establishing a refined system of visual communication in order to improve the user experience.

Young & Rubicon

April 2013 – July 2014
Design Consultant (contract)

Joined former colleagues on multiple projects for Coca-Cola, United and Citi. These ranged from an on-going branding/campaign work to concepting and delivering fully-realized digital product designs.

Institute of Play

April 2012 – January 2013
Product Designer (contract)

Lead designer on two projects that integrated game design with education inside the classroom. Both funded by the Bill & Melinda Gates Foundation.

Google Creative Lab

October 2011 – April 2012
Senior Designer (contract)

Took part in an array of experimental projects during the Creative Lab's transitional period. Some of these include Google Pocket (now Google Keep), the reimagination of the "I'm Feeling Lucky" button and future visions of Google Search (concepts that have since been phased in).

Frog Design

April 2011 – September 2011
Senior Visual Designer (contract)

Worked primarily on a series of projects for General Electric as well as the digital jukebox company, Touchtunes.

R/GA

February 2010 – January 2011
Visual Designer

Worked on several accounts including Verizon, Nike, VCU and SXSW. As the longest-running designer on the newly constructed Verizon Telecom team, I organized and developed design systems that simplified the process of updating site-content on the client's end.

IDEO

September 2008 – February 2010
Communication Designer

Responsibilities include research and implementation of design practices that stretch beyond the spectrum of visualization. Example Projects: redesign of IDEO.com, brand creation for a Korean home-shopping network.

EDUCATION

Art Center College of Design

January 2004 – December 2007
Pasadena, California

*Bachelor of Fine Arts in Graphic Design,
with Honors + Distinction*

California State University Stanislaus

September 2001 – October 2003
Turlock, California

Area of Study: Journalism and Multi-Media

RECOGNITIONS & AWARDS

IDEA Awards

2011 Finalist, Service Design
Koda.us (Communication Designer)

Print Magazine

2008 Regional Design Annual, Page 72-73:
*Car Color Timeline (DOT Magazine Cover),
V. 4th Issue (Art Director)*

TDC Certificate of Typographic Excellence

Type Directors Club 53:
V. 4th Issue (Art Director)

The Annual of the Type Directors Club

Typography 28, Page 89:
V. 4th Issue (Art Director)

Adobe Design Achievement Awards

2007 Winner, Print Design Multi-Page:
Car Color Timeline

Adobe Design Achievement Awards

2007 Finalist, Digital Illustration:
YAY! GPK!

Adobe Design Achievement Awards

2007 Semi-Finalist, Print Design Single Page:
V. 4th Issue (Art Director)

Arkitip Magazine

Issue 39, Page 78:
V. 4th Issue (Art Director)

CMYK Magazine

Issue 36, Page 33:
On Air

DOT Magazine

Issue 13, Cover Spread & Page 26:
Car Color Timeline