Owen Dodd

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**The New York Times,
Sr. Product Designer
July 2019–Present**

Leading design for a new design system, Ink, to be applied across editor facing tooling. Developing new tools to streamline the production of email newsletters and push notifications.
nytimes.com

**Artsy, Product Designer
Jan 2015–June 2019**

Leading the design and product strategy for Artsy's editorial business. Working in collaboration with developers, product managers and business stakeholders to develop engaging reader experiences and cultivate one of the world's largest online art audiences. Notable projects include: redesigned editorial articles and features, an art world news aggregation product, and developing Palette, Artsy's first comprehensive design system.
artsy.net

**Berger & Föhr, Designer
May 2013–Sep 2014**

Collaborating with studio partners to develop identities, websites, books, and collateral for a range of clients in the science, arts and culture, and food sectors. Notable projects include: a website for the Boulder Museum of Contemporary Art, an icon system for the Colorado Avalanche Information Center, and packaging for Peak Spirits distillery.
bergerfohr.com

**Freelance
Jan 2011–Present**

Designing and developing websites for clients in fashion, technology, publishing and food, designing and publishing artist books, as well as photography and art direction for clients in fashion.

Education

Aug 2018	Sep 2017	Aug 2011–Jan 2013
A School, A Park	A-B-Z TXT	Pratt Institute
Montreal, CA	Toronto, CA	New York, NY

Skills

Processes: Product stratgy, user research, data analysis, storyboarding, wireframing, usability testing, prototyping, interaction design, visual design

Tools: Sketch, Figma, Origami, Adobe Illustrator, HTML, CSS, JavaScript, Google Analytics, Looker