Contact

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- **s**tephen hornbeek

About Me

Executive level product development from concept to market. Luse code and creativity to make the world a better place. I'm open to relocation.

http://stephenhornbeek.com/

Stephen Hornbeek Product Design | UX/UI | Strategy

For more details, check my online resume : www.doyoubuzz.com/stephen-hornbeek

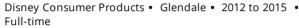
EXPERIENCE

Founder - Product Architect



- Leader of product development
- ▶ Head of UX/UI design
- Performed market research and competitive analysis
- Presented to and built relationships with investors, partners, advisers, and vendors
- Created design and user experience
- ▶ Practiced Agile /Lean UX methodologies

Design Manager (licensor)



- ▶ Led product design for all Disney Consumer Electronics
- ▶ Oversaw approvals for 1000's of products \$100m revenue
- Art directed multipule partner companies
- ▶ Managed Pixar, Live Action, Classics, Princess, and Disney Jr.
- ▶ Supported Disney Infinity product launch \$500m revenue

Product Designer (licensee)

Mattel • El Segundo • 2009 to 2012 • Full-time

- Development of the Disney Cars and Toy Story franchises
- Built products from the ideation phase to production
- Submitted new IP concepts and product lines
- ▶ Fostered the license licenser relationship with Disney

Product Designer

Radica / Mattel • Dallas • 2007 to 2009 • Full-time

- Specialized in designing hardware and software products
- ▶ Created UX/UI designs and flowcharts
- Management of external vendors and software engineers
- Product testing and program refinement

Product Manager

РНОТОСО

Photoco • Solon • 2006 to 2007 • Full-time

- ▶ Responsible for the growth of Photoshare Photoco's #1 selling product
- Designed, sourced, and manufactured products and point of purchase displays
- Developed packaging graphics and structures

Product Designer

Moen • North Olmsted • 2005 • Freelancer

- Supported hardware product development
- Sketched concepts

FDUCATION

Industrial Design Major

Cleveland Institute of Art • 2001 to 2006

Bachelor of Fine Arts (BFA)

SKILLS

Management

- ▶ Design leadership
- ▶ Product management
- Personal development
- ▶ Business development
- ▶ Art direction
- Content strategy
- Strategic thinking
- ▶ Brand identity

Product Design

- ▶ Product architect
- User interface design
- Web applications
- App plus product specialist
- ▶ Creative direction
- ▶ Concept development
- ▶ Industrial design
- Interaction design
- Wire framing
- ▶ Graphic design
- Packaging
- Quick sketching

Computer Skills

- ▶ Adobe Creative Suite
- ▶ Microsoft Office Suite
- ▶ Google Docs
- ▶ Google Analytics
- ▶ HTML5
- ▶ CSS3

RADICA:

MOEN'

- ▶ jQuery
- ▶ Bootstraps
- ▶ InVision
- WordPress
- ▶ Solidworks
- ▶ JavaScript
- ▶ Node. js
- ▶ React

