

Contact

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About Me

Executive level product development from concept to market. I use 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



Soul Athlete LLC. • Los Angeles • 2015 to 2017 • Full-time

- ▶ 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)



Disney Consumer Products • Glendale • 2012 to 2015 • Full-time

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



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

EDUCATION

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