

## Contact

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## About Me

Executive level development from concept to market. Use code and creativity to make the world a better place. Open to relocation.

<http://stephenhornbeek.com/>

# Stephen Hornbeek

## Full Stack Developer | UX/UI | Design Management

For more details, check my online resume : [www.doyoubuzz.com/stephen-hornbeek](http://www.doyoubuzz.com/stephen-hornbeek)

## EXPERIENCE

### Freelance Development

1983 • Los Angeles • Since 2015 • Full-time

- ▶ Full Stack Product development (MERN)
- ▶ Practiced Agile / Lean UX methodologies
- ▶ UX/UI design (Adobe Invision)
- ▶ Market research and competitive analysis
- ▶ Industrial design development

### 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

## EDUCATION

### UCLA Extension Boot Camp

Trilogy • 2018 to 2019

Full Stack Web Development

### Industrial Design Major

Cleveland Institute of Art • 2001 to 2006

Bachelor of Fine Arts (BFA)

## SKILLS

### Product Design

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

### Tools

- ▶ React
- ▶ JavaScript
- ▶ jQuery
- ▶ Node.js
- ▶ Express
- ▶ Git
- ▶ HTML5
- ▶ CSS3
- ▶ Bootstraps
- ▶ MySQL
- ▶ Sequelize
- ▶ MongoDB
- ▶ Mongoose
- ▶ WordPress
- ▶ InVision
- ▶ Google Docs
- ▶ Google Analytics
- ▶ Adobe Creative Suite
- ▶ Microsoft Office Suite
- ▶ Solidworks

### Management

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