

# Simon Gooder

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## Profile

Results-driven product manager and user interface designer with a passion for remarkable products, user experiences, and a proven track record of delivering high-quality solutions. Possessing a strong background in human-computer interface design, product management and front-end development, I excel in translating conceptual ideas into prototypes and practical products that meet both aesthetic and functional requirements. With over 8 years of experience as a professional designer, and 4 as a product manager, I have honed my ability to collaborate effectively with cross-functional teams and thrive in fast-paced environments. Known for my whole-systems approach and commitment to continuous improvement, I'm eager to leverage my skills to drive any initiatives and contribute to the success of any project I'm a part of.

## Education

BCIT; Vancouver, BC – Certificate of New Media & Web Development - 2012

## Skills

Product management, team leadership, user-interface design, user-experience design, prototyping, front-end development, teamwork, project and process management.

## References

Pietro Tortorici, VP Engineering @ RareCircles - (514) 975-9226

Daniel Senyard, Founder @ Shep - [dsenyard@gmail.com](mailto:dsenyard@gmail.com)

## Experience

Product manager, RareCircles; Remote — January 2021-Now

Collaborating closely with RareCircles' design lead and CEO, I drove our vision through multiple iterations, ensuring it hit the market with impact. Adapting quickly to shifts, I led research, brainstorming, planning, and project management efforts with agility. By fostering a culture of teamwork and creativity, I facilitated smooth execution while maintaining a user-centric focus. Ready to spearhead transformative initiatives, I'm committed to pushing boundaries and delivering outstanding results for RareCircles.

Contract UI designer, StoneTable; Remote — 2021

As a UI designer at StoneTable, I collaborated closely with owners Phil and Alyson on production-level design projects, crafting website screens and web app views. I also established component libraries in Figma for efficient hand-off and led the migration from Sketch to Figma for key projects, showcasing my expertise in design systems and project management.

Lead UI/UX Designer, Shep; Remote – 2019-2021

As lead UI designer for Shep's corporate travel Chrome extension, I enhanced functionality and user experience by seamlessly integrating sustainability warnings with company policies and safety measures. Crafting prototypes for pitch decks, I showcased Shep's value proposition, contributing to its successful acquisition.

Product manager & front-end developer, Spotful; Montreal, QC – 2014-2019

Working with and consulting executive team on roadmap, and research, product direction and design implementation. Managed projects and dev team to bring Spotful to B2B market, and further into ad tech. Worked closely with large ad network customers to meet their expectations and deliver custom projects on tight deadlines. Managed UI component libraries and style architecture as front-end developer.

