Dan Winer

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Head of Design
2018 - Present

WatchingThat

A video intelligence platform handling millions of streaming data points per day. I am responsible for product research, product design, data visualisation design, establishing a scalable design system and UI development (in React).

Head of Design
2013 - 2018

WegoWise

The largest database of multifamily utility data in the US. I was responsible for product and marketing design at WegoWise and for the hiring and managing of designers. Instrumental in various aspects of an evolving design process:

- Collaborated with business development to explore early-stage product concepts.
- Established and promoted a 'design first' company culture with an emphasis on validating ideas via interviews and testing.
- Implemented and oversaw a scalable, documented approach to developing front-end components.

Lead Product Designer
2012 - 2013

Ideal Shopping Direct

I was responsible for the product design and front-end development of one of their e-commerce platforms.

Product Design/UX Consultant
2009 - 2012

IGT

Designed and coded the player portal area of various state lottery sites, developed a reusable front-end framework in HTML, CSS and Javascript. The work also included some ios design and usability/ accessibility analysis.

Operations Manager
2009 - 2012

Internet Media Marketing Limited

Lead a diverse, distributed team building complex software to tight deadlines. I gained a wealth of experience in various aspects of agile software development and project management.

Web design
2007 - 2009

Freelance

Designed, developed and marketed websites for small to medium sized businesses in various fields but primarily for the real estate and e-commerce sector.