

Dan Winer

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SKILLS

Design leadership

Product design

Prototyping

Design operations

Design systems

Data visualisation design

HTML

Sass

React

Head of Design
2019 - Present

Lead Designer
2018 - 2019

Head of Design
2013 - 2018

Operations Manager
2009 - 2013

Design Consultant
2009 - 2012

Hi 🙌

I love making designers lives better by providing them with the support, career growth, feedback and structure they need for success. I'm also fascinated by the intersection between design, engineering and product management, and the role that plays on shipping world-class products.

SMILE.IO

Smile is used by over 60k brands and millions of shoppers, I lead a small design team building the loyalty infrastructure of the internet. My role has included hiring and retaining top design talent, increasing the role of user-behaviour data and research in design decisions, and improving the collaboration between design and engineering.

WATCHING THAT

A video intelligence platform handling millions of streaming data points per day that I helped design from the ground up. The role included research, product design, data visualisation design, establishing a scalable design system and UI development.

WEGOWISE

The largest database of multifamily utility data in the US. I was responsible for product and marketing design, managing the design team and implementing a 'design first' culture. Created and oversaw a scalable approach to developing front-end components.

CREATE TODAY

A web to print startup and artist community (now offline). Led a diverse, distributed team building complex software to tight deadlines. Helped take the business from concept through to successful acquisition.

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 usability, accessibility and inclusion analysis and iOS design.