

Kevin Bomberry

PRODUCT DESIGNER

bomberry.com/portfolio
linkedin.com/in/bomberry
Burlingame, CA

SKILLS

Product Design
Strategic Planning
Information Architecture
Experience Design
Interaction Design
Storyboarding & Wire-framing
Prototyping
Workflows
3D Design
Motion Graphics
Web Development

DESIGN TOOLS

Photoshop, Illustrator
Dreamweaver, Atom
Final Cut Pro, Motion
Cinema 4D, Blender

DOCUMENTATION & PLANNING

MindNode, OmniGrapher
Adobe XD, Sketch
Pages, Keynote, Numbers
Slack, Trello, JIRA

LANGUAGES

HTML, CSS, SASS
JavaScript, JQuery, HUGO
Objective-C, Swift
Japanese

DEVELOPMENT

Xcode, Atom
Git, SubVersion

Hello. I'm Kevin.

I am a passionate product designer and design strategist with 20 years of success producing friendly, intuitive customer experience, design systems, and strategies, backed by people-first data-informed processes.

KEY EXPERIENCE

PRINCIPAL DESIGNER - BRANDING/WEB DESIGN STREAMLIO
OCT 2017 - OCT 2019

Working with the VP of Marketing I created branding and assets and developed their website using HTML, SASS, JavaScript, and HUGO.

- Produced a branding guide, logo, website templates, content, and style manual.
- Increased engagement, time-on-site, and traffic, while lowering the bounce rate.

PRINCIPAL PRODUCT DESIGNER ADOBE SYSTEMS
JUL 2016 - OCT 2016

With an aggressive four-month deadline, I designed a touch-first 3D painting mobile app for Microsoft Surface to demo at for Adobe MAX.

- Define goals and features with team, and conducted “ad-hoc” user research.
- Produced user workflows, wireframes, UX specifications, and final UI assets.

UX/IXD CONSULTANT - ADOBE DIMENSIONS (FELIX) ADOBE SYSTEMS
JUL 2015 - JUN 2016

Working with design, management, and engineering, I produced several presentations on user interaction and experience to help shape the product.

- Helped drive product design goals from initial concepts to the MAX beta release.
- Presented reports on user interaction systems, experience, and workflows.

FOUNDER, PRINCIPAL PRODUCT DESIGNER CRAFTMASTER SOFTWARE
OCT 2015 - NOV 2018

I managed all aspects of CraftMaster Software's design initiatives, including the development of a voxel editing app for Windows/macOS/iOS platforms.

- Created a custom font, icons, interaction systems, app UI layer, and assets.
- Developed branding, website, and MarCom collateral and content.

LEAD UX/UI DESIGNER - ADOBE PHOTOSHOP ADOBE SYSTEMS
OCT 2010 - JUN 2015

Delivered measurable increase of usage and better user experience by implementing a course correction to Photoshop's 3D tools and services.

- Conducted user studies and partner meetings, targeting pain-points, and define strategic goals. Worked across teams to integrate new technologies and services.
- Increased usage >250%, developed a realtime UX for 3D editing & printing tools.
- Authored content and co-produced C-Level presentations with >65% buy-in rate.

FOUNDER, PRINCIPAL PRODUCT DESIGNER ABLE PEAR SOFTWARE
OCT 2008 - DEC 2019

The primary designer of a boutique consulting firm responsible for all aspects of product, branding, experience, and interaction design.

- Worked directly with clients and vendors to create solutions ranging from enterprise desktop and mobile apps to branding, website design, and content.