ADAM BIENVENU

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SUMMARY

I have over 15 years of industry experience creating web and mobile products. I have a proven track record of adapting to a variety of complex industries, and being able to deliver effective products and strategies for productization and business development.

EXPERIENCE

PRODUCT DESIGN CONSULTANT
THINK • PLAN • MAKE
JUL 2016 - PRESENT (7 YEARS 10 MONTHS)

A consultant for various small clients in the Portland area, including restaurateurs, non-profit organizations, and other small businesses. Worked with large clients such as NV5 Geospatial as well.

SENIOR PRODUCT DESIGNER
NV5 GEOSPATIAL
SEP 2020 - APR 2024 (3 YEARS 8 MONTHS)

Consulting which became a full time position. NV5 is a vendor of geospatial data for government and utility customers.
• Designed software for viewing geospatial data.
• Built asset library for design and development, based on principles of atomic design.
• Unified design under a single UX look and feel.
• Brought diverse products into a single platform.
• Designed new products on the platform.
• Interviewed users and stakeholders and processed feedback.

PRODUCT DESIGN LEAD
FOCUSVISION
MAY 2019 - MAR 2020 (11 MONTHS)

Industry leading Qual. and Quant. research software.
• Managed a distributed product design team.
• Implemented use of Jira and improved organizational transparency.
• Onboarded, trained and mentored new designers.
• Performed UX and UI related tasks for a variety of software needs.
• Researched user needs for feature development.
• Worked to establish consistent brand identity across products using design libraries.

PRODUCT DESIGN MANAGER
SPIDEROAK
OCT 2017 - AUG 2018 (11 MONTHS)

Blockchain based collaboration software.
• Managed a remote product design team.
• Implemented strong and effective product strategy.
• Implemented Agile-based product design process.
• Developed new and creative products using the blockchain technology platform.
• Responsible for maintaining a consistent software and brand aesthetic.
• Managed pacing deliverables from design to development.

LEAD DESIGNER
INDINERO
FEB 2017 - JUL 2017 (6 MONTHS)

Consumer accounting services and software.
• Managed a team of international product and interface designers.
• Responsible for the complete user experience (UX), and appearance of the product.
• Implemented a vastly improved on-boarding strategy, decreasing on-boarding time from 3-6 months to under 30 days.

PRODUCT DESIGNER
52 LIMITED, AT INTEL CORPORATION
APR 2016 - DEC 2016 (9 MONTHS)

• Designed both hardware and software-based consumer products.
• Explored new market segments for product development, including augmented reality, athletics, and security.
• Responsible for user personas, wire frames, and user flows.

SENIOR UI DESIGNER
SYNERGIS, AT GOOGLE
JUL 2015 - JAN 2016 (7 MONTHS)

Internal sales intelligence software.
• Implemented methods to create actionable insights from large volumes of data.
• Designed big-data visualization dashboards.
• Collaborated with remote sales teams to define requirements.
• Responsible for wireframes, mockups, and user experience.

LEAD UI/UX DESIGNER
APTELIGENT (ACQ. VMW)
OCT 2012 - FEB 2015 (2 YEARS 5 MONTHS)

Mobile Application Performance Monitoring software.
• Innovated new and creative solutions which have become standard in the APM software industry.
• Implemented a product design strategy which effectively works alongside engineering efforts.
• Researched customer needs and requirements to deliver products which were not available anywhere in the market.
• Leader of design aesthetics as well as UX.
• Responsible for entire user experience, brand and software aesthetic, and new product development.

UI/UX DESIGNER
SUPERBETTER
MAY 2012 - JUL 2012 (3 MONTHS)

I worked alongside a creative team to design comps that adhere to highest standards of consistency, flow, usability, and aesthetics. Investigate, prioritize, implement, and test changes, bug fixes, and enhancements to SuperBetter. Estimate front-end costs for new features, identify usability and impact, and design solutions within constraints.

SENIOR WEB AND UI DESIGNER
BIGPOINT GMBH
JUL 2010 - MAY 2012 (1 YEAR 11 MONTHS)

Responsibilities include: designing compelling websites and layouts, including creation of wireframes, mockups, art assets and front end web development (HTML/CSS). As well as my web design duties, I also created wireframes and UI art assets for various titles in the studio and consulted with the different teams on ways which they could improve their UI/UX.

USER INTERFACE DESIGNER
INDEPENDENT CONTRACTOR
MAR 2009 - MAY 2010 (1 YEAR 3 MONTHS)

Clients included Openfeint and Crowdstar.

USER INTERFACE DESIGNER
NEWZONIA
OCT 2008 - FEB 2009 (5 MONTHS)

Responsibilities include: creating assets for Flex templates in Fireworks, Illustrator and Photoshop; video editing and preparation for promotional events in After Effects and Premiere Pro; built user interface mockups with multiple variations, designed full site and page layouts to be used in templates.

USER INTERFECE DESIGNER
TOBI
JUL 2007 - SEP 2008 (1 YEAR 3 MONTHS)

Responsibilities include: web graphics, user flow, page design, newsletter design, HTML & CSS prototypes, creative library, information architecture, design and develop user interface & user experience.

EDUCATION

THE ART INSTITUTES
BACHELOR OF SCIENCE (BS), INTERACTIVE MEDIA DESIGN
2003 - 2006

This program encompassed many mediums and skills:
• User Experience Design
• Web Design (HTML/CSS)
• Interactive Media
• Illustration
• Photo Editing

SKILLS
• Prototyping
• Design Standards
• Team Management
• Figma (Software)
• User Experience
• Web Design
• CSS
• User Interface Design
• Graphic Design
• Data Visualization