

Devin Bousquet

Principle Product Designer / Sr. Experience Designer (16 years' experience)

My Mission

Aspire to thrive in a dynamic and intellectually stimulating environment, embracing the challenges of a complex industry. Eager to continuously refine and elevate my UI/UX design and product design capabilities while contributing my expertise to innovative projects.



July, 2022 - May 2023

Principal Product Designer / STAKES, Remote

Stakes is a start-up gaming app that brings people together through sports.

- Led the design initiatives as the primary designer within the development team, owning end-to-end design asset responsibilities and working with C level executives.
- Transformed a B2C native iOS app into an engaging gamified experience, enhancing user interaction and satisfaction.
- Conceptualized and crafted wireframe prototypes, facilitating rigorous user testing for optimized product iterations.
- Orchestrated the creation of mobile hi-fidelity screens using Figma, ensuring a seamless and visually captivating user interface.
- Drove extensive user testing sessions, deriving valuable insights to refine design solutions and elevate user experience.
- Pioneered the design of captivating NFT sets on a weekly basis, contributing to vibrant prize giveaways and enhancing user engagement.



July, 2021 - June 2022

Principal Product Designer / TKKR, Remote

TKKR was a B2C startup that curated daily auctions of NFT's backed by some of the most sought-after luxury timepieces in the world.

- Spearheaded the initial team as the founding member, laying the foundation for all design strategies that propelled the project from concept to a fully realized application.
- Pioneered and executed comprehensive design strategies from inception, guiding the project through UX research, competitive analysis, storyboarding, and dynamic collaboration using Miro.
- Crafted a diverse range of deliverables including wireframes, branding elements, flow diagrams, site designs, and interactive prototypes, complemented by meticulous visual quality assurance.
- Fostered a symbiotic partnership with the CEO and development team, leveraging close collaboration to align design visions, drive innovation, and ensure seamless implementation.



Feb. 2020 - July 2021


Lead UX/UI Designer / Warner Music Group, New York, NY

Warner Music Group is a B2B major music company with interests in recorded music, music publishing and artist services.

- Collaborated seamlessly across cross-functional teams to conceptualize, develop, and refine cutting-edge SaaS web applications and native apps. Navigated intricacies such as publishing, royalties, playlists, licensing, and invoicing to create streamlined and impactful solutions.
- Steered the company's distinct brand identity, meticulously upholding branding standards. A driving force behind the evolution of design systems in both Sketch and Figma, ensuring visual consistency and efficiency across projects.

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Education

2002 - 2005

Pratt Institute, Brooklyn, NY

BFA: Communications Design

Major: Graphic Design

Graduated: May 2005 (Dean's List)

2000 - 2002

Curry College, Milton, MA

BFA: Communications Design

Major: Graphic Design

Transferred: 2002

1999 - 2000

St. Johnsbury Academy, St. Johnsbury, VT

Major: Fine Art (Oil Painting/Etching)

Post Graduate (High School)

Skills and Expertise

Product Designer, UI/UX, Data Visualization, Parallax Design, Web Development, B2B, B2C, SaaS, Agile, Wire-framing, Prototyping, Graphic Design, Illustration, Responsive Web Design & Development, Story Mapping, Story Boarding, Browser Testing & Visual QA, Management, Branding, Identity Standards, Print

Tools and Languages

Figma, Sketch, Zeplin, InVision, Adobe Illustrator, Adobe Photoshop, Adobe Animate, Maze, Miro, Jira, HTML, CSS, SCSS, Bootstrap, Lucid Chart

Portfolio

MyDesignElement

mydesignelement.com

References available on request

- Led the charge on the company's most intricate applications, characterized by their dynamic UI. Tackled complex user interfaces head-on, crafting interactive pages featuring over 80 dynamic inputs within forms, enhancing user engagement and satisfaction.
- Engaged closely with users from publishing and operations teams, delving deep into their requirements to fuel design excellence. Rigorously tested existing mockups with users, integrating invaluable feedback into design iterations for optimal usability.

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Dec. 2017 - Feb 2020

Senior UX/UI Designer (6 months prior as a contractor) / Cleeerly, Inc., New York, NY

Cleeerly is a digital healthcare company transforming the way clinicians approach the treatment of heart disease.

- Played an instrumental role in propelling Cleeerly's success during its Series C seed round, securing an impressive \$230 million in funding—a testament to the software's exceptional design quality and its pivotal impact on the industry.
- Pioneered and drove the UI/UX design efforts as the sole Senior Designer throughout the company's foundational five years, contributing crucial design insights to establish a strong design culture from the outset.
- Immersed myself in the intricacies of cardiology and radiology by collaborating closely with esteemed NYC physicians, translating medical intricacies into intuitive design elements that resonated with both medical professionals and users.
- Orchestrated a seamless integration of two pivotal platforms—Labs, an analytical app, and a dedicated coronary report—for efficient heart disease detection. This strategic union streamlined diagnostic processes for medical practitioners and empowered patients.
- Delved deep into the AI functionality, cultivating a comprehensive understanding of the technology's nuances and potentials. This enabled me to align design decisions harmoniously with the software's cutting-edge capabilities.



Feb. 2014 - Mar. 2018

Senior UX/UI Designer / Simulmedia, Inc., New York, NY

Simulmedia maximizes the impact of your cross-channel TV and video advertising to reach audiences most likely to take notice, tune in, and transact across broadcast, cable and streaming.

- Conceptualized and meticulously designed VAMOS, an avant-garde SaaS B2B platform, revolutionizing audience targeting and measurement within linear television through digital advertising methodologies. This innovation marked a significant leap forward in the industry landscape.



Nov. 2009 - Feb. 2014

UX/UI Designer / Sazze, Inc., Santa Clara, CA

Sazze, Inc. is the parent company to a number of fast-growing eCommerce sites.



2007 - 2008

UI Designer / Helium, Inc., Andover, MA

Helium was an online company that brought writers and publishers together. Writers could write on certain topics and publishers would purchase the content.

Portfolio

MyDesignElement

mydesignelement.com

References available on request