

# RICHARD ENLOW

## PRODUCT DESIGNER & DESIGN LEADER

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## EXPERIENCE

### PRODUCT DESIGNER | MANAGER, PRODUCT DESIGN PRACTICE AT PIVOTAL LABS Dec 2014 - Present

In addition to building digital products for global clients, at Pivotal Labs, Pivots help teach clients "how to fish" so they can develop their own capabilities and deeply transform their own teams.

I lead our product design practice by managing, coaching and mentoring our team and function as a local expert in User-Centered Design processes. As a Product Designer on projects, I work with clients from diverse industries, helping them deliver the right product for their business and their users while demonstrating the benefits of working in a user-centric, Lean, and Agile way.

### LEAD UX/UI DESIGNER AT FUZE Sept 2013 - Nov 2014

Combined a passion for seamless user interaction and beautiful user interfaces to help produce the next generation of collaboration products. I led the the design and experience for desktop platforms (Mac and Windows) and rich HTML5 web client.

### DESIGNER / FOUNDER AT AMOEBA CONSULTING Oct 2012 - Sept 2013

Deeply involved in client's product development cycle from discovery research and initial rapid prototyping to pixel-perfect implementation and evaluative research. Helped clients to build their products using best practices in UX, UI, and Visual Design and cutting-edge front-end web implementation.

### SENIOR DESIGNER AT TI MEDIA Feb 2010 - Nov 2012

Created and maintained content for web and email marketing for mid-sized multinational with locations in San Francisco, New York, London, and Paris. Established and maintained a consistent style across multiple departments and efforts. Design lead on internal company sites as well as multiple external websites.

### FREELANCER Sep 2006 - Jan 2012

Freelance designer based in Fresno, San Francisco, and Beijing.

### SENIOR DESIGNER AT KEISER CORP Sep 2005 - Jan 2009

Responsible for creation of print, multimedia, web, advertising, promotional, and customer support materials. Owned the entire product lifecycle, from initial creation, vendor acquisitions, print specification, pre-press preparation, production, to distribution. Established and evolved design and branding to increase market position, generate leads, and facilitate sales.

### PARTIAL LIST OF CLIENTS

Clients include: The Mozilla Foundation • Change.org • Buzzstarter • Volume • Mercedes Benz • Samsung • Nissan • Nominum • Harley-Davidson • Walker & Co • DIUX • Pivotal IAD • Boeing • Sparta Science • Oxford University Press • InCloudCounsel • San Francisco Community Clinics Consortium • Athletes' Performance • ICI Paints • Zhong Jia Display • SPCA • Kaleidoscope VR • and more.

# VOLUNTEER

## DESIGNER AND MENTOR AT HACK THE FUTURE

2012 - Present

Working to get kids excited about design, design thinking, and technology.

## PRO-BONO DESIGNER AT TAPROOT FOUNDATION

2012 - Present

Taproot is a nonprofit organization that makes business talent, including designers, available to organizations with little to no budget who are working to improve society.

# EDUCATION

## UX MASTER CERTIFICATION AT NIELSEN NORMAN GROUP

In Progress

Specialising in Interactive Design with current coursework including; Core UI Tenants, Web and Desktop Application Design, and Lean UX and Agile for Designers.

## INNOVATION THROUGH DESIGN THINKING AT STANFORD

2015

Hands-on team-based course combining User-Centered Design, Design Thinking, and Lean Startup taught by Laura Klein (Building Better Products, Lean Enterprise) and Christina Wodtke (Radical Focus).

## FRONT END WEB DEVELOPMENT AT GENERAL ASSEMBLY

2013

Learned to design and code responsive, interactive websites in HTML, CSS and JavaScript. Worked toward mastering technical vocabulary to communicate ideas to teammates and stakeholders.

## UNIVERSITY OF CALIFORNIA, SAN DIEGO

2012

Curriculum included: Principles and methods of Human-Centered Design, principles of perception and cognition for interaction design, interface comparative evaluation and rapid prototyping.

## DESIGN THINKING ACTION LAB AT HASSO PLATTNER INSTITUTE OF DESIGN AT STANFORD

2012

Deep exploration on the ideation process, user validation, and evaluative testing to gather feedback for purposes of improvement through the iterative cycle.

## USER RESEARCH AT GENERAL ASSEMBLY

2012

A comprehensive hands-on course on User Research training including the initial stages of planning a User Research study. Conducted User Research including usability studies, diary studies, user interviews and more. Compiled and analyzed data to pull out findings and create new design concepts.

## MULTIMEDIA DESIGN - PRINT AND WEB AT C.I.T.

2005

Curriculum included: Web and Multimedia Concepts, Fundamentals of Design, Design Software Applications, Web Animation and Multimedia Design, Website Design Principles, Desktop Publishing Fundamentals.