MIKE MCGEHEE
MULTI-DISCIPLINED UX PRODUCT DESIGN

REMOTE ONLY

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www.fattysdiner.com

SUMMARY / 1994 – PRESENT

30+ Years of DIGITAL, VISUAL & UI DESIGN EXPERIENCE

28+ Years of INTERACTIVE & WEB DESIGN EXPERIENCE

28+ Years of UX DESIGN & CONSULTING EXPERIENCE

22+ Years of UX PRODUCT DESIGN EXPERIENCE

19+ Years of AD AGENCY EXPERIENCE

16+ Years of FINANCE EXPERIENCE

16+ Years of REMOTE EXPERIENCE

DIGITAL DESIGN EXPERIENCE

AGENCIES
Archer Design, EVB, Grand River, Hot Studio, Lean TECHniques, Moore and Price Design, Odopod, Publicis Modem, Razorfish, Real Branding, Sequence, Singlebound Creative, The Linus Group, UX Magicians & YW Design.

BRANDS
Atari, Avaya, Bank of the West, Best Buy, Bing, BlackBerry, Buy Happier, Carter Lumber, Charles Schwab, Cisco, Electronic Arts, Google, Gymboree, Havahart, Intel, Jameson Whiskey, John Deere, Men's Wearhouse, Microsoft, MonthlyClubs, Namco, Nature Made, Nintendo, Panasonic, PG&E, Red Giant, Rodan+Fields, Sam's Club, SEGA, Sony, State Farm, Synaptics, Taconic, Wells Fargo, William O'Neil, & Windows Azure.

ECOMMERCE / RETAIL
Bank of the West, Best Buy, Buy Happier, Carter Lumber, Don Q Rum, Gymboree, John Deere, Men's Wearhouse, Monthly Clubs, Moore's Clothing, Nature Made, Panasonic, Sam's Club, Sony, Taconic & Wells Fargo.

FINANCIAL (Fintech)
Bank of the West, Charles Schwab, J.D. Edwards, John Deere Financial, Loyal 3, Wells Fargo & William O'Neil.

INDUSTRIES
Fortune 50/500 in the areas of Agriculture, Biomedical, Computer Software, Games, Consumer, DoD/DoJ/Government, eCommerce, Financial Institutions, Heavy Duty Machinery Equipment, Insurance, Mobile App Development, Public Utility, Retail, Search Tech, Spirits/Wine, Sports, Social, Tech Startups & Wireless Telecoms.

STARTUPS
Argus Advanced Technologies, Energy Innovations Group, Facilities Resources Group, IKON EFS, International Learning Systems, Kii, Loyal 3, Qubit Energy, Revolux Led Solutions & Xtime.

EDUCATION / 1990 – 1996

Rocky Mountain College of Art & Design
Denver, CO/ 1994-1996
Bachelor of Fine Arts Degree (BFA)
Advertising & Graphic Design.

The Colorado Institute of Art
Denver, CO/ 1992-1994
Associate of Applied Sciences Degree (AA)
Visual Communications.

University of Maryland, Asian Division
Okinawa, JP/ 1990-1991
Unfinished due to Combat Deployment.
Asian studies & East Asian Civilizations.

TOOLS / TECHNICAL EXPERIENCE

SOFTWARE & PROCESSES
Adobe CC Suite, Adobe Acrobat Pro, Atlassian, B2B, B2C, Dreamweaver, InDesign, Illustrator, Photoshop, XD, Material Design, Axure, Azure Dev Ops, Balsamic, Basecamp, Bootstrap, Confluence, CSS3, Figma, FlowDock, GitHub, Human-Computer Interaction (HCI), HTML 5, InVision (Craft, Freehand & Studio), iOS Human Interface Guidelines, JIRA, LaaS, Magento, Miro, Material Design, MSFT Office 365, MSFT Teams, MindNode, OmniGraffle, Pegasystems, PaaS, Responsive Design, SaaS, Sketch, Slack, UXPin, Visio & Word Press.

ABILITIES, DELIVERABLES, SKILLS & TASKS
Advertising, Agile SDLC/SAFe Methodologies, Branding, Competitive Analysis, Critical Thinking, Customer Experience, Design Specs, Design Thinking, Graphic Design, Heuristic Evaluation, Information Architecture, Interaction Design, Journey Maps & Storyboards, Mind Maps, Product Owner, Prototyping, Site Maps, Software & Responsive Design for; Desktop, Mobile/Tablet & Web, User-Centered Experience Design, User Interface, User Personas & Goals, User Stories (Agile/SCRUM), Usability Studies & Testing, User & Stakeholder Interviews, User/Wire Flows, UX Full Stack, UX Research & Strategy, Visual Design & Wireframes.

CONSULTING & EMPLOYMENT / 1987 – PRESENT / Onsite & Remote

DoJ / FBI / FEDCIV Sector at ManTech / (Remote) Clarksburg, WV / 08/2022 – 07/2023
UX Product Owner with an Active DoD Top Secret Security Clearance
As an Agile leader, I have effectively collaborated with project teams to enhance teamwork and foster efficient collaboration. I have conducted heuristic evaluations and extensive research to strategize and redesign business applications and workflows. Additionally, I have successfully translated and written user stories and defined acceptance criteria, tasks, and features. I have built user interfaces and improved user experiences for various business applications using the PEGA Systems UI Kit and Design System. Furthermore, I have implemented a comprehensive UX design process and established documentation to ensure the success of our team and line of business. I have also prioritized 508 compliances to ensure accessibility for all users. Regarding UX and design tools, I have proficiently utilized Adobe Creative Cloud, including Illustrator, Photoshop, and XD, as well as MSFT Whiteboard to facilitate effective collaboration and visualization.

Consultant / UX Design / PwC / (Remote) New York, NY / 04/2022 – 08/2022
Our agile collaboration includes research, journey mapping, persona development, and design workshops. We create UI prototypes, UI libraries, and UX/UI guidelines to enhance the design process. Regarding UX and design tools, I have proficiently utilized Adobe Illustrator, Photoshop, InVision, Miro, Sketch & Figma.

Consultant / Data Visualization / UX Strategy / UX Design / Microsoft / (Remote) Seattle, WA / 10/2021 – 01/2022
Our agile collaboration, research, and redesign of business application workflows and dataflow scenarios. Our expertise lies in human-computer interaction (HCI), dashboards, data visualizations, and infographics. Regarding UX and design tools, I have proficiently utilized Adobe Illustrator, MindNode, MSFT Power BI, PowerPoint & Whiteboard.

DoD / NextGen Federal Systems / (Remote) Havre De Grace, MD / 01/2021 – 10/2021
UI/UX Design with an Active DoD Top Secret Security Clearance
Agile collaboration in defense and intelligence agencies involves utilizing analysis, user research, user flows, journey maps, UI/UX design, wireframes, site maps, design specs, infographics, and visual design. These methodologies and tools drive the development of software and IT solutions tailored to meet the agencies' specific needs while prioritizing user experience and fostering effective team collaboration. I have proficiently utilized UXPin & Adobe Illustrator & Photoshop as UX and design tools.

Consultant / UX Design / John Deere Financial / Moline, IL (Remote) / 03/2020 – 05/2020
We enable agile project team collaboration to design and implement complex solutions for international dealerships and finance systems. We focus on expanding back-end systems diversity and enhancing HCI to deliver improved user experiences. I have proficiently utilized Sketch, InVision, Figma & Abstract UX and design tools.

Consultant / UX Design / UX Magicians / Burlingame, CA (Remote) / 02/2020 – 03/2020
Our agile collaboration for assembling mobile game app screens and user flows. I have proficiently utilized Sketch, Adobe Photoshop & Illustrator as UX and design tools.

Consultant / Lead UX Design / Lean Techniques / Johnston, IA (Remote & Onsite) 05/2019 – 08/2019
We provide agile collaboration, UX design and research, competitive analysis, and responsive wireframe and visual UI design services for an agriculture transportation delivery service specializing in livestock and feed. Our designs are tailored for mobile, iPad/tablet, and desktop platforms. I have proficiently utilized Sketch, InVision, Adobe Photoshop & Illustrator as UX and design tools.

IKON EFS / Grand Rapids, MI (Remote) 01/2018 – 05/2018
UX & Technical Design Director
I provided user interface design and experience expertise for an IoT security video lighting device. As the leader of all creative efforts, I successfully managed the design team and process, including UX design, visual design, information architecture, human-computer interaction (HCI), and creative direction. I also oversaw the creation of specifications, publications, websites, flyers, and presentations for a company that resulted from the merger of four individual LED consulting, manufacturing, installation, and distribution companies. I have proficiently utilized Sketch, InVision, Adobe Photoshop & Illustrator as UX and design tools.

Consultant / UX & Technical Design Director (all merged to IKON EFS)
@ Facilities Resources Group/ Grand Rapids, MI (Remote) August 2016 January 2018
@ Argus Advanced Technologies / Grand Rapids, MI (Remote) August 2016 January 2018
@ Qubit Energy / Denver, CO (Remote) / August 2016 January 2018
@ Energy Innovations Group / Los Angeles, CA (Remote) August 2016 January 2018
@ Revolux Led Solutions / Houston, TX (Remote) August 2016 January 2018

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Kii, Inc. / (Remote) Tokyo, JP / 02/2014 – 08/2016
IoT/UX Product Design Owner / Creative Director
My role encompassed providing analysis, user research, information architecture, user interface design, user experience design, detailed wireframes, site maps, user flows, specifications, visual design, and creative direction for IoT platforms and mobile applications. I also designed and built out a design system in Bootstrap.

Notably, this work was conducted remotely from San Francisco to Tokyo. I was key in optimizing the design process and establishing standard design patterns for an IoT and cloud mobile app development platform. My focus was on data visualization, data dashboards, and IoT devices.

Furthermore, I offered creative direction and leadership to a development and engineering team located in Tokyo. In executing these responsibilities, I proficiently utilized UX and design tools such as Sketch, InVision, Adobe Photoshop, and Illustrator.

Consultant / UX Design / Information Architect (IA) / The Linus Group / Remote & Onsite Emeryville, CA / 01/2014 – 02/2014
I researched, created sitemaps, and designed responsive wireframes and specifications for eCommerce clients in the health and life science industry, including Panasonic and Taconic. I have proficiently used Adobe Photoshop and Illustrator as my UX and design tools.

Consultant / UX Design / Grand River, Inc. / (Remote) Grand Rapids, MI) / 03/2013 – 09/2013
I researched, constructed sitemaps, and designed and reviewed responsive wireframes and specifications for eCommerce clients using the Magento platform. My clients included Buy Happier, Carter Lumber, and MonthlyClubs. I am proficient in using Adobe Photoshop, Illustrator, Magento, and OmniGraffle as UX and design tools.

Consultant / Sr. Interaction Design / UX Design / Visual Design / Bank of the West / (Remote & Onsite) San Francisco, CA / 12/2012 – 03/2013
I organized and established the UX department and process, which involved competitive analysis, research, strategy brief creation, sitemap/information architecture development, and wireframe and visual asset design. I have proficiently utilized Adobe Photoshop, Illustrator & OmniGraffle as UX and design tools.

Consultant / Lead UX Design / Razorfish / (Remote & Onsite) San Francisco, CA 06/2012 – 12/2012
I conducted research, content audit, and wireframe design and review for clients including Azure, Bing, BlackBerry, Forza Motorsport, Intel, Microsoft, and PG&E. Regarding UX and design tools; I have proficiently utilized Adobe Photoshop, Illustrator & OmniGraffle.

Consultant / UX Design / Sr. Visual Design / Hot Studio / (Remote & Onsite) San Francisco, CA / 02/2012 – 03/2012
I created over 50 feature icons and illustrations for marketing web pages for the client Google Analytics Premium. I have proficiently utilized Adobe Photoshop, Illustrator & OmniGraffle as UX and design tools.

Consultant / Sr. Interaction Design (IxD) / UX Design / Publicis Modem / (Remote & Onsite) San Francisco, CA / 01/2012 – 02/2012
I researched, reviewed documentation, attended client meetings, and designed wireframes for Nature Made and Sam's Club clients. I have proficiently utilized Adobe Photoshop, Illustrator & OmniGraffle as UX and design tools.

Consultant / Lead UX Design / Razorfish / (Remote & Onsite) San Francisco, CA / 10/2011 – 12/2011
I conducted research and strategy sessions and designed architecture and wireframes for clients, including Avaya, Intel, Microsoft, and State Farm, I have proficiently utilized Adobe Photoshop, Illustrator & OmniGraffle as UX and design tools.

Consultant / Usability / UX Design / LOYAL3 / (Remote & Onsite) San Francisco, CA / 08/2011 – 09/2011
I planned, organized, recruited for, and facilitated usability testing for Loyal3 online broker applications. Regarding UX and design tools, I have proficiently utilized Adobe Photoshop, Illustrator, Visio & OmniGraffle.

Consultant / Sr. Information Architect / UX Design / EVB / (Remote & Onsite) San Francisco, CA / 08/2011 – 08/2011
I conducted research and designed wireframes and flows for the client Jameson Whiskey. Regarding UX and design tools, I have proficiently utilized Adobe Photoshop, Illustrator, Visio & OmniGraffle.

Consultant / Sr. Interaction Design / UX Design / Sequence / (Remote & Onsite) San Francisco, CA / 07/2011 – 08/2011
I conducted research, sitemap designs, and wireframes for the client Best Buy. Regarding UX and design tools, I have proficiently utilized Adobe Photoshop, Illustrator, Visio & OmniGraffle.

Consultant / Lead UX Design / Razorfish / (Remote & Onsite) San Francisco, CA / 10/2010 – 07/2011
I conducted competitive analysis, stakeholder interviews, and trend research. I developed sitemaps, interface guidelines, workflows, and wireframes. Additionally, I created experience briefs, task flows, and expansion frameworks for clients Sony, Intel, and William O'Neill. Regarding UX and design tools, I have proficiently utilized Adobe Photoshop, Illustrator, Visio & OmniGraffle.

Consultant / Lead IxD Design / UX Design / Visual Design / Customer Experience / Wells Fargo / (Remote & Onsite) San Francisco, CA / 10/2009 – 11/2010
Responsible for gathering, creating, and integrating briefs, mockups, wireframes, sitemaps, and copy decks. Managed communication and coordination with external vendors. Focused on the Wachovia Merger, credit card reform, student loan reform, and online banking with 508 compliancy for our customers. Regarding UX and design tools, I have proficiently utilized Adobe Photoshop, Illustrator, Visio & OmniGraffle.

Consultant / UX Design / Information Architect (IA) / Odopod / (Remote & Onsite) San Francisco, CA / 07/2009 – 08/2009
I researched and designed architecture, sitemaps, and navigation for ash/XHTML-based websites. Additionally, I developed detailed wireframes for landing and template pages for the client DonQ Rum. Regarding UX and design tools, I have proficiently utilized Adobe Photoshop, Illustrator, Visio & OmniGraffle.

Consultant / UX Design / Real Branding / (Remote) San Francisco, CA / 03/2009 – 07/2009
I reviewed design comps, determined copy requirements, and wrote documents for project content areas. I delivered these documents to clients and internal stakeholders for the client USGA. Regarding UX and design tools, I have proficiently utilized Adobe Photoshop, Illustrator, Visio & OmniGraffle.

Singlebound Creative / San Francisco, CA / 08/2007 – 11/2008
Lead User Experience Designer (UX) / Lead Information Architect (IA)
I organized and built the UX Department and process, promoting agile project team collaboration. I developed UX, design, and development processes, including an extensive library of templates, symbols, icons, fonts, logos, extensions, and plugins to streamline project timelines. Additionally, I conducted research, competitive analysis and created personas, user scenarios, sitemaps, wireframes, and user flows to drive effective design solutions. Clients I worked with include Gymboree, Hands-On Mobile, Men's Wearhouse, Moores Clothing, Synaptics, YuMe, and Ztail. Regarding UX and design tools, I have proficiently utilized Adobe Photoshop, Illustrator, Visio & OmniGraffle.

Consultant / Sr. Visual Design / UX Design / Hot Studio / (Remote & Onsite) San Francisco / 08/2006 – 08/2007
I revolutionized and redesigned over a hundred diverse icons for an internal network web application. Collaborating closely with the team, I focused on visual, UI, and icon design. I developed compelling mockups and layouts customized to finance-related requirements and client/customer preferences. Additionally, I created user flows, layouts, and mockups based on wireframes provided by the client, ensuring seamless and intuitive user experiences. Some clients I worked with include Cisco, Charles Schwab, and Gridstone Research. I have proficiently utilized Adobe Photoshop, Illustrator & OmniGraffle as UX and design tools.

Silvaco International / Santa Clara, CA / 03/2002 – 08/2006
UX Product Design Owner (UXDPO) / Creative Director / (CD) / Information Architect (IA)
I led and coordinated project collaboration, overseeing the design team's operations. I managed various corporate communication initiatives, including developing four external websites, internal websites, logo designs, and identity branding. I focused on ensuring usability and enhancing user experiences across multiple platforms, specializing in human-computer interaction (HCI), interaction design, information architecture, and graphic user interface (GUI) design. Additionally, I created a comprehensive set of icons for eighteen software applications in the Platform-as-a-Service (PaaS) domain. I have proficiently utilized Adobe Photoshop InDesign & Illustrator as UX and design tools.

Xtime, Inc. / San Mateo, CA / 03/2000 – 11/2001
Art Director
I collaborated with the project team to design and implement user interfaces and interactions for a web-based application and reservation engine in the Software-as-a-Service (SaaS) domain. I managed the design and development of identity branding, business systems, corporate collateral, trade show signage, and web-related projects. Additionally, I handled web development, webmaster tasks, and project management to ensure successful execution and delivery. Regarding Design tools, I have proficiently utilized Adobe Photoshop, PageMaker, InDesign & Illustrator.

Moore and Price Design / Palo Alto, CA / 03/1999 – 03/2000
Senior Graphic Design / Web Designer
I collaborated with a project team to create designs for the electronic entertainment industry, covering various aspects such as print advertising, package design, point-of-purchase (POP) materials, posters, and web design. Some clients I worked with include Atari, Electronic Arts, Eidos, Microsoft, Namco, Nintendo, and SEGA. Regarding Design tools, I have proficiently utilized Adobe Photoshop PageMaker, & Illustrator.

Consultant / Web Design / Graphic Design / J.D. Edwards / Denver, CO / 08/1998 – 03/1999
I collaborated with a project team to create corporate collateral materials for sales and marketing. In addition to that, I fulfilled responsibilities in graphic design, web design, desktop publishing, and project management. Regarding Design tools, I have proficiently utilized Adobe Photoshop, PageMaker, Illustrator, Corel Draw, Microsoft PowerPoint, Windows & QuarkXPress.

Consultant / New Media Design / Graphic Design / International Learning Systems, Inc. / Golden, CO / 08/1996 – 08/1998
I worked collaboratively with clients, project managers, and instructional designers in a project team to design and develop collateral, training materials, and learning aids for Fortune 500 companies. My responsibilities included creating graphic user interfaces, user experiences, and interaction models for interactive CDs and applications. Some of the clients I worked with were Arrow Electronics and J.D. Edwards. Regarding Design tools, I have proficiently utilized Adobe Photoshop, PageMaker, Illustrator, Corel Draw, Microsoft PowerPoint, QuarkXPress & WordPerfect.

Consultant / Illustrator / Graphic Design / Colorado State Parks / Denver, CO / 08/1994 – 08/1996
I collaborated with a project team to conduct interviews with park rangers, conducted extensive research on individual parks, and personally explored hiking trails within the park system. Using these experiences, I designed informative brochures and detailed trail maps. Regarding Design tools, I have proficiently utilized Adobe Photoshop, Illustrator & QuarkXPress.

Consultant / Illustrator / Graphic Design / Rocky Mountain College of Art & Design / (Remote & Onsite) Denver, CO / 08/1994 – 08/1996
I collaborated with a project team to design visually appealing posters and postcards. Regarding Design tools, I have proficiently utilized Adobe Photoshop, Illustrator & QuarkXPress.

United States Marine Corps / MCAGCC 29 Palms, CA / 08/1987 – 08/1991
Infantry Squad Leader / Weapons Armorer
1st. Battalion, 4th. Marines
3rd. Battalion, 7th. Marines
MAGTF 4-90
Task Force Grizzly
Served as a Combat Veteran/Enlisted Non-commissioned Officer/Squad Leader responsible for training and welfare of a 12-member Marine team during daily operations. Trained in essential skills, including rifleman skills, warfighting, decision-making, land navigation, and small unit tactics. Managed maintenance, security, and embarkation of weapons for a Marine Infantry Line Company. Deployed to various expeditionary destinations such as the Kingdom of Thailand, Okinawa Prefecture, Japan, the Republic of the Philippines, the Kingdom of Saudi Arabia, and the State of Kuwait.

Honorable Discharge & Awards received during Active Duty: Combat Action Medal, Navy Unit Commendation, Meritorious Unit Commendation, Good Conduct Medal, National Defense Service Medal, Southwest Asia Service Medal (two stars), Humanitarian Service Medal, Sea Service Deployment Ribbon, Medal for the Liberation of Kuwait (Saudi Arabia) & Kuwait Liberation Medal (Kuwait).

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