

John Skidgel

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Experience

- 2021–present **Ubyon, Inc., Cupertino, CA**
Head of Design
Led product and brand design for a cloud networking startup.
- 2020 **Digit, Inc., San Francisco, CA**
Head of Design
Led product and brand design for a fin-tech startup.
- 2018–2020 **Stockwell AI, Inc., Oakland, CA**
Head of Design, Vice President of Product and Brand Design
Led design for a machine learning and retail startup.
- 2007–2018 **Google, Inc., Mountain View, CA**
Staff UX Designer and Manager
Designed and managed UX in Search, Cloud, YouTube and Ads.
- 2006–2007 **Radar Networks, San Francisco, CA**
Senior User Interface Designer
Designed interaction and visuals for a semantic web startup.
- 2001–2006 **Adobe Systems Inc, San Jose, CA**
Senior User Interface Designer
Product design for Encore DVD and Dreamweaver.
- 2000–2001 **Shutterfly, Redwood City, CA**
User Interface Design Lead
Designed user experience for a consumer photography site.
- 1997–2000 **Netscape, Mountain View, CA (acquired by America Online)**
Senior User Interface Designer
Designed growth, search and directory properties.
- 1996 **TSDesign, Boston, MA (acquired by Razorfish)**
Senior Interaction Designer
Design, strategy and user research for web applications.
- 1994–1995 **Dynamic Diagrams, Inc., Providence, RI**
Information Designer
UX design for museum kiosks, CD-ROMs, and websites.
- 1993 **The Font Bureau, Inc., Boston, MA**
College Intern
Assisted in hinting Skia, a TrueType font for Apple.
- 1992 **Eastman Kodak Center for Creative Imaging, Camden, ME**
College Intern / Summer Teaching Assistant
Taught digital imaging, video, multimedia, and animation.

Education

- 1994 **Rhode Island School of Design, Providence, RI**
Studied typography, lettering, letterpress, film, and design history.
- 1990–1993 **Bowdoin College, Brunswick, ME**
Graduated with honors
B.A. in Studio Art and Art History. Minor in English.

Skills

Design/UX

Paper prototyping
Visual design
User research
Design sprint master

Technical

HTML/CSS/JavaScript
Python (intermediate)
SQL (beginner)
Wood and metal fabrication
3D printing
CAD/CAM/CNC

Design Leadership

Presales and proposals
Managing teams and agencies
Mentoring and training

Video/Film

Production & prop design
Storyboarding
Motion graphics & compositing

Papers and Books

Producing 24p Video
Book on video and film production with 24p video formats.
CMP Media, November 2005.

Designing with XML
Article on designing with XML/XSLT for Macromedia's Dev Center, September 2005.

Designing DVD Menus
Book on DVD user interface design. CMP Media, April 2004.

Why it Worked
AIGA/CHI2002 case study with Jared Braiterman.

Information Architects.
Design work published in Richard Saul Wurman's book.

Patents

US 7890881	US 9128917
US 7190370	US 7890881
US 9535667	US D703224
US 9135371	US D703683
US 10165332	US D703684