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Location

South Pasadena, CA 91030

Profile



I am a visionary product design leader who leads highperforming UX and design teams to translate strategic visions into user-friendly, leading-edge products and design systems. I believe strongly in creating a safe supportive space for designers to create and deliver the most value and impact possible through collaboration, design process and creative expression.

Work Experience

Nov 2022 -Oct 2023 STRAVA

Senior Manager, Product Design (Design Systems)

Led the development of Strava's inaugural Design System for both Native and web applications.

- Complete intake and output process for development of reusable components yielding a 35% increase in design efficiency.
- oversaw design strategy for revamped map and Geo-centric interfaces and toolsets, seamlessly incorporating the innovative technologies.
- Improved design process, crit culture and leveled up resource skills across the design team

Skills

Leadership

Communication

Mentorship

Collaboration

Organization

Process Dev.

Strategy

Apr 2021 -Nov 2022 CrowdStreet

Senior Manager, Product Design

Built and led a team of world-class UX designers in user research, customer experience and designing a next generation investing platform.

- Delivered end-to-end design strategy for business objectives across numerous segments, investor types and financial compliance requirements.
- Directly managed customer experience and rebrand effort with an external agency incorporating their vision into our day-to-day roadmap.

Feb 2020 -Apr 2021 Kaiser

Raiser Permanente

Senior Design Systems Lead

Led the next evolution of the KP Design System across mobile and web.

- Developed and optimized an Agile-based intake and output process for the Design System and the technical development of UI components, atomic patterns with interactive, prototypes designed in Figma and Sketch.
- Lead the initiative to create a complete discovery, design and delivery process by leading research workshops on user needs.

Work

Continued

Experience

Skills

Design

Figma Design

Adobe Creative Suite

Design Systems

Information Architecture

User Research

Workshops

Nov 2018 -Feb 2020

Smartmatic / LA County

Snr. Experience Design Lead - (Los Angeles Voting **Solutions For All People Project)**

Design implementation and validation of hardware and software for all new digital touchscreen voting systems in LA County for the 2020 election and beyond.

- Designed on-screen workflows, diagnostic screen architecture and motion graphics..
- Led user engagement, training and service design projects including accessibility requirements for differently-abled users.

Dec 2016 -Nov 2018

Idean, A Capgemini Company

Director of UX and Service Design

Led creative and service design resources and design work, including Enterprise Application UX design, Automotive UI, VR, AR, mobile and motion graphics.

- Facilitated workshops on design thinking and ethnographic research studies for clients solving business strategies and organizational challenges.
- Clients include: Virgin Hyperloop One, VW, HSBC World Rugby, Google, Honda, Avetta and Hitachi

Aug 2013 -Dec 2016

OpenX

Director of User Experience

Built and managed the UX Design team from the ground up and led design initiatives for B2B Saas applications.

- Delivered design strategy including building a complete user research practice on product workflows and IA with external and internal customers.
- Paired with engineering to develop a first-ever Design System improving design quality and efficiency by 30%.
- Managed Brand Marketing and oversaw creation of new department.

Previous experience available on LinkedIn:

https://www.linkedin.com/in/jonfoxux

Education

1993 - 1997

University of Southern California

Bachelor's Degree, School of Cinema-Television Focus on interactive and new media

Interests









Photography

Travel

Music

Film

Hiking





