Greg Bosque
Product Designer

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Work Experience

Verizon Telematics
Lead Product Designer   December 2016 - Present

Lead a multidisciplinary team creating mobile based interfaces and software solutions. I work closely with colleagues and stakeholders strategizing future concepts and capabilities that bring intelligent cost-effective solutions to light. I understand customer needs and synthesize those needs through workable concepts and prototypes that are continuously tested and iterated upon in a lean product release process.

Boogli
Co-founder, Director of UX   February 2016 - Present

At Boogli, my job is to create exceptional user experiences that combine both physical hardware components along with state-of-art digital interfaces. I lead the creation of mobile based interfaces and software solutions that bring delight to our customers. Responsible for owning the design and architecture for single software platform across a variety of hardware product suites to support ongoing maintenance and distribution.

Saforian, Inc.
Director of UX & Mobile Innovation   November 2004 - September 2016

My primary role was to direct a diverse team of ux architects, interaction designers, content strategists and front-end developers in the successful completion of over 700 client projects. I conducted executive level management responsibilities that transformed Saforian into a 2+ million dollar company. I designed, implemented and executed end-to-end processes for handling client engagements.

Freddie Mac
Senior UX Designer   February 2003 - February 2004

Orchestrated the creation of new processes that became the standard for handing off all user interface deliverables to development teams. I was responsible for designing key interface elements that improved the loan inventory products overall usability. Negotiated successful design changes between business leaders and engineering teams.

AOL, Time Warner
Senior UX Designer   October 2001 - February 2003

Led the design of AOL photos and calendar products. Working with cross-departmental teams I established design documentation that contributed to improved release cycles. I participated in ongoing usability analyses that led to an overall improved user experience within the AOL lifestyle product families. Created conceptual designs for future unreleased products within AOL's ecosystem.

Profile

My goal is to leverage my skills and understanding in software design and development to bring highly desirable and delightful products to life. I care about creating user experiences that allow people, like you and me, the ability to get past the technology and focus on the tangible outcomes they are there to achieve. I am a strategic thinker who can arrange the complex into a cohesive easy-to-use framework that helps tell the right story and establishes the correct value proposition.

My years of experience allow me to quickly visualize all the intricate pieces that go into a product. With that knowledge I collaborate closely with diverse teams to strategize, define, ideate, measure and validate end-to-end solutions that move the needle and give companies I work for a competitive edge.

Skills

As a leader my skills include:

- Managing multidisciplinary teams across full product design lifecycles
- Process definition and oversite
- Budgeting and strategic planning
- Hiring and onboarding of team members
- Communication and presentation capabilities

As an individual contributor my skills include:

- Qualitative & quantitative analyses
- Individual Ideation to multi-team oriented brainstorming
- Whiteboard & sketching
- Wireframing & Information architecture
- Visual design
- Creative direction
- Prototyping
- Usability testing

* References upon request