

# Jed McClure

jed.mcclure@gmail.com -or- 917.834.2560

Portfolio is available at: [www.jedmc.com](http://www.jedmc.com)

## SUMMARY

- » UX Designer and team leader with over 10 years experience creating engaging interactions.
- » Excels at working closely and iteratively with both creative and technical partners to launch large, complex products.
- » At home in fast-paced environments requiring innovative thinking and utilizing the latest research methods.
- » Experienced with presenting to clients, as well as running stakeholder workshops to identify crucial insights.

## EXPERIENCE

### Freelance UX Lead

October 2015 — Present

- I performed an experience research study for Stanley Black & Decker.
- I designed a the user experience for a shopping mobile app.

### Adoptive, NYC

#### *Associate Director of UX*

March 2016 — August 2016

I designed the full user experience for the re-branded Yale Medical Group's patient-facing website, as well as an intranet analytics dashboard and oversaw the development of a editorial CMS.

### KBS, NYC

#### *Director of User Experience – Spies & Assassins*

January 2011 — September 2015

#### *Senior Interaction Designer – Dotglu*

April 2007 — December 2010

I was the lead UX designer on BMW USA's digital marketing ecosystem for 8 years, and I personally lead the UX work for the redesign of BMWUSA.com, which was ranked #1 by J. D. Power in the spring of 2015. As Director of UX, I oversaw a team of 4 to 6 UX designers, and helped evolve agency's experience design process through adding new tools and redefining how UX engaged with the other disciplines at the agency.

### R/GA, NYC

#### *Interaction Designer*

September 2003 — April 2007

Designed digital experiences for clients such as Johnson & Johnson, Bank of America, Sharp, Verizon, and IBM.

## SKILLS

- » UX Research and discovery analysis.
- » UX Strategy to synthesize insights and opportunities for clients.
- » UI Design and Documentation tools like Adobe CC, Sketch, & Omnigraffle.
- » UX Documentation and the creation of prototypes via a variety of tools.
- » Team management, mentoring, and design oversight.
- » Comfortable working in both waterfall and Agile Scrum/Kanban processes

## EDUCATION

- » MFA in Design and Technology at Parsons School of Design, New York. June 2003
- » BFA in Visual Design at the University of Oregon, Eugene. June 2000

## REFERENCES

Available upon request.

