Jeremy Juel

SUMMARY

Orchestrating strategy, brand, service, and product design to create value for people and organizations through moving experiences.

EXPERIENCE

Director of Product & Experience Design Inflect Inc.

San Francisco, CA Nov 2016 – Dec 2018

Shipped a digital marketplace from the ground up. Led product strategy, user research, design systems, and more.

Defined the product road map, feature requirements, and go to market strategies. Designed, prototyped, and shipped new features while growing a small design team. Built our analytics reporting, QA testing process, release communications, and email marketing updates.

Lead UX Designer Method Inc.

San Francisco, CA Oct 2012 – Nov 2016

Researched, strategized, and implemented multiplatform experiences spanning brands from healthcare to gaming.

Scoped project requirements and timelines, facilitated vision and ideation workshops, planned and ran UX research initiatives, managed and mentored small teams of designers–while ensuring we exceeded our clients' expectations and business goals.

UX Designer Artefact Group

Seattle, WA Jun 2011 – Oct 2012

Crafted multi-platform digital and physical experiences grounded in ethnographic design research. Worked with clients to meet present and future business objectives while designing for positive societal outcomes.

Consulted on projects for healthcare, marketplaces, consumer hardware devices, digital media consumption, gaming, and more.

AWARDS

SXSW 2019 Pitch Presentation Mar 2019

Selected to present Inflect at the SXSW pitch event for emerging technologies. Healthcare Design Challenge 3rd place Jan 2013

Help patients achieve better healthcare outcomes through clean, thoughtful UX. Braun Prize Special Mention IDEA Awards Finalist Dec 2011

MEME, A wearable camera designed for fun - capture and wear photos instantly.

EDUCATION

University of Washington BFA, *May 2008 – May 2011* Visual Communication Design

CONTACT

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