

TIM SHUNDO

Product Designer

timshundo.com
timshundo@gmail.com

Experience

Welkin Health - Product Designer Dec 2014 - Aug 2019

- Led design of web and mobile experiences, online patient portals, internal development tools, marketing and sales materials, and design system.
- Worked closely with healthcare industry leaders to craft a product experience that could bring their patient management flows into the 21st century.
- Led company's LGBTQ+ and Mental Health Awareness employee resource groups.

Circa News - Product Designer Feb 2012 - Nov 2013

- Designed mobile app, web experience, brand, and marketing materials.
- Collaborated with a team of journalists to redefine what it meant to read the daily news.
- Awarded Best of Apple App Store 2013 and Best of Google Play Store 2013.

Ngmoco/DeNA - UI Designer/2D Artist Aug 2010 - Feb 2012

- Designed "Mobage" and "Plus+" social gaming network mobile apps.
- Led design on multiple first-party games.
- Designed internal and external-facing brand and promotional materials.

Bebo/AOL - UI Designer Aug 2008 - July 2010

- Led a product-wide visual UI overhaul project on Bebo's core product team.
- Designed Bebo for iPhone, one of the very first apps on Apple's App Store.
- Led the design for multiple experimental product endeavors at AOL.

SocialThing - UI Designer Jun 2006 - Jul 2008

- Designed web app experience, brand, and promotional materials.
- Worked remotely out of high school in Southern CA with small team in Boulder, CO.

Skills

Interaction Design, Wireframing, Visual Design, Prototyping, Animation, Design Systems, Usability Testing, Product & Business Strategy, Cross-Team Collaboration, Photography, Videography & Video Editing, Front-End Development

Tools

Figma, Sketch, Adobe CC Suite, InVision, Jira, Notion, Zeplin, Abstract, Final Cut Pro