



BOBBY DUEBELBEIS

PRODUCT DESIGNER

bobby@duebel.me
+1 (314) 265-3777
linkedin.com/in/duebel
www.duebel.me



WORK EXPERIENCE

Present - 2016

DIRECTOR OF INTERACTIVE

at SCORCH

St. Louis

I am a key collaborative player within the agency who holds a critical role on the executive management team in driving SCORCH's success. Working with other functional agency leads (including integrated Account, Creative, Planning and Production), I am responsible for the smooth and flawless execution of SCORCH' digital projects for Fortune 25 companies like Microsoft and GE, as well as several other Silicon Valley-based SaaS companies.

Present - 2014

PRODUCT DESIGN CONSULTANT

at Self-Employed

St. Louis

I partner with groups of the most talented people you'll meet in digital product development. I have led teams that have come to define the very practice of experience design. I understand that one consultant can't tackle everything. Fortunately, I not only build teams for product development, but also educate and empower my clients and partners to take the reins of support and growth management.

2015 - 2014

DIRECTOR OF USER EXPERIENCE

at Timmermann Group

St. Louis

I established best-in-class user experiences for all digital products and defined the very practice of user-centered design for Timmermann Group. I played a critical role in collaboration with a variety of business leaders, content creators, project managers, marketers and other key stakeholders to establish a research methodology, strategic direction and production standard that lead to a 40% growth in business. I provided thought leadership and cultivated cross-discipline user experience teams.

2014 - 2012

SENIOR USER EXPERIENCE DESIGNER

at Integrity

St. Louis

I lead the User Experience Design team to produce digital marketing products, websites and bespoke iOS, Android and web-based applications for startups, small business, franchises and large corporations. I was focused on process improvement, team management, user experience methodologies and establishing baselines for quality and performance. I also managed client relationships, agile projects and development teams while providing thought leadership for the organization and its clients.

2011 - 2007

INTERACTIVE ART DIRECTOR

at MediaCross

St. Louis

I built an in-house interactive development department at a traditional advertising agency that produced communication solutions for state, federal and local government, branches of the US military, small businesses, and large corporations. I managed the department as a separate cost-center and developed process, quality and performance standards for my team. I also managed client relationships while providing educational support for the organization and our clients.



AWARDS

2013

BEST CLUB/CONCERT WEBSITE

firebirdstl.com

Riverfront Times Web Awards

2012

BEST CLUB/CONCERT WEBSITE

firebirdstl.com

Riverfront Times Web Awards

2010

SILVER AWARD BEST GOVERNMENT WEBSITE

sealiftcommand.com

w3 Awards

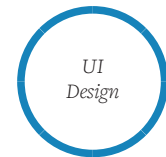


WHY ME?

I'm focused on promoting positive experiences in our world. With more than a decade in the web and software design industries, I have built a reputation as a problem solver and all-around good guy. I value the opportunity to serve others in leadership and highly-specialized design practitioner.



SKILLS



Prototyping	● ● ● ● ●
Product Design	● ● ● ● ●
Interaction Design	● ● ● ● ●
Interface Design	● ● ● ● ●
Sketch3	● ● ● ● ●
Adobe Creative Suite	● ● ● ● ●
Information Architecture	● ● ● ● ●
Usability Testing	● ● ● ● ●
User Ethnography	● ● ● ● ●
User Modeling	● ● ● ● ●
Visual Design	● ● ● ● ●



LANGUAGES

English	● ● ● ● ●
HTML5	● ● ● ● ●
CSS3	● ● ● ● ●
JavaScript	● ● ● ● ●
PHP	● ● ● ● ●
Russian	● ● ● ● ●