Jeff Heppert
Product Designer

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EXPERIENCE

Apple
2022 – Present

Senior UX Designer, Contract
- Design cross-platform for Mac app, iOS app, and Web interfaces.
- Collaborate across multiple developer & product teams.
- Design for a very large diverse user base of internal & external users.
- Solve complex problems for a wide range of use cases.
- Routinely present work to stakeholders, developers, and fellow designers.
- Able to navigate the codebase to understand implementation, and make design changes when appropriate.

Nearside
2021 – 2022

Senior Product Designer
- Design for multiple products across web, iOS, and Android platforms.
- Lead designer on a new term loan product, launched to a subset of existing users.
- Designed and executed a phased engineering plan for a complete product rebrand.
- Created an initial design system & Figma component library, then started an internal Design Systems Team to ensure consistency and scalability.
- Mentored several interns throughout their tenure with Nearside, providing guidance, feedback, and performance evaluations.
- Proactively initiated process improvements to the EPD workflow.
- Consistently working with cross functional teams to design flagship features.
- Handle Design-Ops functions, including onboarding & orientation for new teammates.
- Regularly present design work to key stakeholders, often to the entire company.
- Created a Figma plugin to help Engineering teams more easily navigate design files.

August
2016 – 2021

Lead Product Designer, iOS & Android apps
- Lead a team of 3 designers for internationally used iOS and Android apps.
- Primary mobile designer for our first international lock product.
- Helped to design and fully realize a scalable server driven product platform.
- Collaborated with stakeholders from worldwide markets to integrate new products.
- Internationalization of iOS and Android apps.
- Ran a complete pilot program to test viability of in-home delivery.
- Designed, coded, and deployed in-app content for installation guides.
- Promoted multiple times from UX Design Intern up to Lead Product Designer

EDUCATION

Academy of Art University
2016

Bachelor of Fine Arts, Web Design & New Media

SKILLS

- Figma and Sketch
- Adobe Creative Suite (Illustrator, Photoshop, AfterEffects, InDesign)
- Mobile iOS and Android Design
- Responsive Web Design

- Design Systems
- Copywriting
- SwiftUI
- HTML, CSS, and Javascript
- Prototyping
- Visual Design

- Usability Testing
- Motion Graphics
- Flowcharting Tools
- Notion
- Xcode and Android Studio
- Git, Github, BitBucket
- Jira and similar tools

References available on request