# David Garner Jr

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David Garner | LinkedIn

## Objective

As an experienced **product design** professional in UX/UI, I work hard to provide **meaningful experiences** to people in the **change** created by new **technologies**, **cultural** shifts and **business** strategies through human-centered **designs.**

## Skills

User experience, product design, user experience design, interaction design, design management, design strategy, user experience research, Agile, user interface design, generative AI, system thinking, design thinking, facilitation, requirements management, planning, thought leadership, people management, practice management

## Tools

Sketch (2 years of experience), Adobe XD (2 years of experience), Figma (5 years of experience), FigJam (1 year of experience), Miro (5 years of experience), Adobe Creative Suite: Adobe Illustrator Adobe Photoshop, Adobe InDesign (20+ years of experience), Microsoft Office (20+ years of experience), Atlassian JIRA and Confluence (12 years of experience)

## Professional Experience

### User Experience Designer

8/2024 – present| INSPRY at Apple Inc., Austin, TX

-User experience and user interface product design
-Internal tools and technologies
-Contract via INSPYR

### User Experience Strategist and Analyst

8/2024 – 10/2024| Launch Consulting Group, Austin, TX

-Conducting insights research for an ecommerce client for their digital go to market channels
-Developing a cross-brand experience strategy for an omnichannel evolution of an existing platform
-Designing high level interaction models, information architecture, customer journeys, service designs, persona and high-level design strategy

### User Experience Consultant

5/2024 – 8/2024 | Freelance, Austin, TX

-Consulting on AI user experience systems and UX design. Under NDA.
-Consulting on web-based experience strategies Under NDA.
-Creating agentic AI UX information architecture theory.

### Distinguished Designer in Interaction / Visual Design

5/2011 – 5/2024 | Dell, Austin, TX

-Advanced UX design, design strategy, experience design contribution for emerging technologies like generative AI and spatial computing and business strategies such as SAAS and HAAS as part of Dell's CSG Experience Innovation Studio, collaborating with UX

research, business strategy and Dell's Central Technology Office, presenting next generation experience concepts to executive management and development teams using Figma and Miro as key design tools.

-Consumer and client IT pro UX design contribution for Dell's suite of branded software solutions for workspace / device configuration, security and end-point management for Windows and Android client systems in an Agile software development environment using Figma and Miro as key design tools.

-Enterprise data center IT pro UX design contribution for server, networking and storage element, configuration, virtualization, containerization and converged infrastructure products using Illustrator and Miro as key design tools.

-Senior principal level individual contribution for user journeys, scenarios and storyboards, interaction design guidelines, design systems and languages, specifications, prototypes using Illustrator, Invision, Figma and Miro as key design tools.

-Member of Dell's Technology Leadership Community as a Distinguished Designer in Interaction/Visual Design, contributing thought leadership via white papers and presentations.

## Senior User Experience Lead

6/2007 – 5/2011 | Microsoft, Redmond, WA

-First level manager of multidisciplinary user experience team of designers and researchers, responsible for budgeting, performance, growth and practice development.

-Senior level UX design contribution for Microsoft Dynamic AX 2009 and 2012 ERP Suite releases focused on IT pro, services, CRM, SRM, and web application framework.

-Senior level individual contribution for user journeys, scenarios and storyboards, interaction design guidelines, design systems and languages, specifications, prototypes.

## Principal User Interface Designer

4/2006 – 6/2007 | Quark Inc., Denver, CO

-Principal user experience design contribution for QuarkXPress 8.0 in both Windows and MacOS versions.

-Principal level design planning, requirements definition, facilitation, information architecture, creative direction, guidelines and specifications, detailed interaction design and reviews.

## User Experience Designer II

3/2005 - 4/2006  | Microsoft, Redmond, WA

-Senior level UX design contribution for Microsoft Dynamic CRM 3.0 as well as conceptual CRM 4.0 and Live SAAS versions.

-Senior level individual contribution for user journeys, scenarios and storyboards, interaction design guidelines, design systems and languages, specifications, prototypes.

*Earlier career experience and recommendations available upon request.*

# Education
Georgia Institute of Technology, Atlanta, GA 1989-1995
Bachelor of Science in Industrial Design
Graduated 1995

# Online Portfolio

Personal site: https://garnerjr.com/
Login: excowboy71@gmail.com
Password : 4Recruiters!