

# ZACHARY BEDELL

Product Experience Design // Software Leader // Web Dev  
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My twelve years in the software industry are built on a foundation of product design. Current skills include design of all types — specializing in product experience design — web development, software development management, product inception, business & sales, and personnel mgmt. Extensive experience inventing, designing, and delivering enterprise-class software to market. This, combined with adaptive interpersonal communication, strong writing ability, presentation experience, and accountability to executive-level ownership, has resulted in a successful track record of product design, development, and deployment, in a range of company sizes; global corporate, start-up, and mid-size.

## PROFESSIONAL EXPERIENCE

### Senior Consultant, UX

SEPT 2016 — PRESENT

#### BLUEPRINT CONSULTING SERVICES

Established and grew a design practice within the consultancy. Worked directly with Fortune 500 clients to define, design, build, and deliver custom software solutions.

### Software Development Mgr.

JAN 2013 — SEPT 2016

#### WEBTRENDS

Lead a full-stack software team to deliver product suite to market — resulting in **product acquisition**. Worked directly with Product group to define product experience, then executed against that plan.

### Lead User Experience Designer

JULY 2009 — JAN 2013

#### WEBTRENDS

Designed on-page marketing content tool to allow non-technical users to produce web content optimization tests without need of a web developer or coding experience — **3x** sales increase.

### User Experience Designer

APR 2008 — JULY 2009

#### WIDEMILE (Start-up)

Designed content optimization software as a start-up member, focusing on ease-of-use despite heavy mathematical and technical complexity — resulting in company **acquisition**.

### User Experience Designer

JULY 2005 — APR 2008

#### MICROSOFT

Designed server admin software for home and small business — **creating** a market. Designed high-powered computing software for ease-of-use — **~80%** increase in main user scenario efficacy.

## SELECT SKILLS

- // User Experience Design
- // Software Product Inception
- // Enterprise Team Leadership
- // Agile Project Management
- // Multi-site Personnel Management
- // Web Development & Deployment
- // Information Architecture
- // Customer Lifecycle Design
- // Account Management & Sales
- // User Research & Usability Testing
- // Logo & Brand Design
- // Technical Writing
- // Illustration & Fine Art

## EDUCATION & AWARDS

#### BACHELOR OF FINE ARTS

#### Visual Communication Design UNIVERSITY of WASHINGTON

One of twenty students selected into the c/o 2005 design program.

#### PATENT

#### Dynamically Scalable Hierarchy Navigation