

# Aaron Lloyd Whitmore

Product Designer

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## ABOUT

Passionate about digital products, specializing in research, wireframes, prototyping and pushing pixels. Seeking a culture that equally values the contributions of Engineering, Product and Design.

## EXPERIENCE

### Product Designer

#### Netflix

Los Gatos, CA

Jan 2018 - Present

Designer within the Content Engineering Division, that builds software and services that power the studio and creation of content behind Netflix. My focus involved designing apps that covered the areas of Subtitling, Quality Control and Dubbing.

### User Experience & User Interface Designer

#### Technicolor - Post Production Services

Los Angeles, CA

Jan 2015 - Dec 2017

Designer of the User Experience and User Interface for an enterprise SaaS product, to automate and track the facets of Technicolor's historic post production workflow. Duties involve meeting with Stakeholders, creation of Wireframes, High Fidelity Mockups, Customer Interviews and contribute code along with the team of developers.

### User Experience Designer

#### Technicolor - Venture Group

Los Angeles, CA

Jan 2014 - Jan 2015

Designed wireframes, high fidelity mockups, landing page and branding for Technicolor's Venture Capitol Group as well as provide counsel for invested startups.

### Product Owner

#### Technicolor - Creative District

Los Angeles, CA

Jul 2013 - Jan 2014

Product Owner for new social network created for independent filmmakers. Received Scrum Certification in Agile Management.

### Product Specialist

#### Technicolor - CineStyle

Los Angeles, CA

Aug 2012 - Jun 2013

Testing and Marketing outreach for award winning production tools, created for independent filmmakers.

### Photographer

#### Self Employed

Los Angeles, CA

2009 - Present

Pursued my lifelong passion for Photography as a profession. Worked on film and television sets shooting behind the scenes stills for marketing and promotional collateral.

### Mobile Operations Manager

#### INgrooves

San Francisco, CA

2008 - 2009

Content distribution for Universal Music Group, to wireless carriers nationwide.

**Producer**

**Bandai Namco Games, Inc.**

San Jose, CA

Nov 2005 - Jul 2008

Oversaw development, localization and testing of mobile games for wireless carriers nationwide.

**Assistant Producer**

**Hudson Entertainment**

San Mateo, CA

2004 - 2006

Oversaw localization and testing of mobile games for wireless carriers nationwide.

**EDUCATION**

**ScrumAlliance**

**Certified ScrumMaster**

2013 - 2013

Certification in agile software development process known as Scrum.

**New York University**

**Film & Television Production**

2000 - 2001

Undergraduate Film & Television Production studies, at Tisch School of the Arts.

**College of San Mateo**

**Humanities**

1998 - 2000

General studies to transfer to New York University.

**Academy of Art University**

**Art Studies**

1997 - 1998

Advanced art program for pre-selected high school students to enroll in college level art courses.

**SKILLS**

Product Design

User Experience

Wireframe

Visual Design

Branding

Sketch

Photoshop, Illustrator

Prototyping (Framer, Principle)

Web Design (HTML & CSS)

Photography

**CONTACT**

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