

CHRISTIAN BOE

USER EXPERIENCE DESIGN / CREATIVE STRATEGY / ART DIRECTION

T / 626.463.3895

E / CHRISMBOE@GMAIL.COM

W / CHRISTIANBOE.COM

SUMMARY

I've been a professional designer for over a decade but began my specialization in product design 7+ years ago. Throughout my career I've taken projects from idea to finished design, collaborated with people from many different backgrounds, driven research, pitched designs, lead workshops and helped teams become more agile and decisive. Although I specialize in digital products and ux, I have a background in illustration which helps me create design assets and offers a deeper understanding of visual aesthetics. I strive to foster an inviting, fun and creative environment for better teamwork, effective collaboration and creative problem solving.

EXPERIENCE

Head of Product Design

Backstage Inc, 10/2022 - 05/2024

I'm responsible for our overall design direction. I do high level strategy like roadmapping, solving ux problems, designing flows and information architecture as well as more granular work like UI design. I oversee all design updates, drive research, maintain an asset library and work cross-functionally to ensure all handoffs go smoothly.

Staff Product Designer

SiriusXM / Pandora, Oakland, 04/2021 - 10/2022

I was design lead for a number of high priority projects for both Pandora and for SiriusXM. I helped strategize a new product vision, created information architecture, designed features and interfaces, shipped multiple product updates and had a significant impact on helping our team become more decisive, agile, lean and efficient.

Senior UX/UI Designer

Stitcher, San Francisco, 02/2019 - 04/2021

I led UX design and research for Stitcher's end-to-end product redesign. We re-imagined the app and website from the ground up: unearthing user problems, conducting ongoing research and interviews, designing an improved architecture, creating interfaces, prototyping, working cross-functionally and ultimately migrating users to Stitcher X.

Product Designer

Certs-U Android & iOS Mobile App, Oakland, 05/2018 - 10/2018

I worked with my client, a specialist in the medical field and a small software development team overseas to design the interface for an app that helps medical professionals and hospitals easily renew all their medical certifications, create an employee certificate database and find classes to get certified in new medical skills.

Professional Visual Designer

Independent Contractor, 05/2012 - 03/2018

Prior to becoming a full time product designer, I worked as an independent visual designer and illustrator. This experience gives me the ability to create delightful artistic assets that can be used in digital products and games. It taught me how to tell stories and pitch ideas while honing a sharp eye for detail, shape language and colors.

Concept Artist / Visual Development

ALTSPACE VR, Redwood City, 01/2015 - 03/2016

As a contractor, I worked with the head of UX design to explore concepts for new virtual reality avatars. I also did environment concept art for their Dungeons & Dragons mini-game. We collaborated and did whiteboarding sessions that lead to delivering finished concept art and avatar specs that solved technical and user problems.

EDUCATION

BA in Illustration - Entertainment Arts

Art Center College of Design; Pasadena, CA
2008 - 2013

Fine Arts Major, Business Administration Minor

University of California; Santa Cruz, CA
2006 - 2008

SKILLS

- Product Design
- UX Research
- Figma / Sketch
- Adobe Tools
- Strategy
- Leadership
- Management
- Mentoring
- Presentations
- Illustration
- UX Architecture
- Visual Design
- Prototyping
- Teamwork
- Dad Jokes

Portfolio and references available upon request