eganjones

Profile Statement

Seasoned consultant, with deep experience in systems and design thinking, lean ux, agile, big data, analytics, and product strategy, solving complex problems elegantly for clients including Dell, Disney, Dun & Bradstreet, FOXSports, frog, HP, IBM, and Sony

Principal Consultant

eganjones.com

- AI/ML and Agentic design services focusing on discovery, data management, workflow automation, prototyping, and visualization
- Consulting, contract, and freelance work for clients including Charles Schwab, Bazaarvoice, 3M, Modernize, Toyota, Budget-Ryder, Saatchi&Saatchi,Trail of Dead, Spoon, and my favorite, The Gutenberg Bible touch exhibit at the UT Harry Ransom Center

Principal User Experience Designer

ARRIVE Logistics

- Delivered solutions for key growth opportunities in the Contract Market sector, driving research, strategy, vision, design, and production
- Collaborated across multiple development teams and silos, utilizing design artifacts to foster improved communication and alignment
- Mentored 15 designers, delivered multiple passion projects, contributed to design systems, led winning team in HackWeek competition

Principal Product Designer

- **TRELAR Logistics** acquired by **HaulHub Technologies**, Mar 2020
- Delivered impactful design, product, and business strategies for the construction logistics industry, **resulting in substantial value** for drivers, contractors, and aggregate producers, reducing inefficiencies, and increasing clarity, visibility, and accountability
- Leveraged rapid iterations and discussions through mockups and prototypes, hitting all milestones and attracting significant investments

Lead User Experience Designer

Dun & Bradstreet acquired Avention OneSource Solutions, Jan 2017

- Led the redesign based on user feedback, boosting usage as much as 83%, and revenue by almost 300%, achieving market dominance, besting our competition, directly influencing Dun & Bradstreet's decision to acquire Avention, and re-brand as **D&B Hoovers 2.0**
- Responsible for design of four products in two silos D&B's Sales and Marketing Solutions (Hoovers 2.0, Data Vision, Data Workbench), and Customer Compliance Risk Management Solutions (Project Fusion)

UX/UI Designer

IBM acquired StoredIQ, Jan 2013

- Collaborated with engineering and SMEs to design a large-scale enterprise data management platform for legal eDiscovery, IT forensics, compliance, records management, and storage optimization, as part of product re-architecture
- Responsible for Administrator & Data Server product experience, managing network of virtual data servers, scheduling the crawling and indexing of global enterprise unstructured data stores

Interaction Designer

frog

- Re-imagined Disney World experience, with responsibility focused on ticketing configuration flows, and design system stewardship
- Organized user stories and information architectures; designed process flows, site maps, interaction behaviors, wireframes, and layouts; produced detailed design documentation in Confluence for hand off to developers, sprinkled liberally with pixie dust

Jan 1998 - Present Austin TX

Mar 2019 – Aug 2019 Austin TX

Sept 2019 - Mar 2023

Austin TX

Nov 2015 – May 2018 Austin TX

Dec 2011 – Jul 2015

Oct 2010 - Nov 2011

Austin TX

Austin TX

| May | 2010 |) — | Sept | 2010 |
|-----|------|-----|------|-------|
| | | | Aust | in TX |

• Directed and managed production of videos for Dell's global consumer products, in 11 languages, delivering 6 of 7 sets of product assets early, on an extremely tight timeline, resulting in nearly 80% profit margin in first 6 weeks

 Developed CAD/3D rendering pipeline and delivered Dell's first CGI product photography assets, reducing logistical complexities, speeding turnaround times, and minimizing wasted efforts creating, photographing, and retouching non-functional prototype models

| T3 currently Material | Austin TX |
|---|--------------------------|
| • New business pitch work for Chase, Estée Lauder, and Livescribe; Designed mobile websites, interactive promo | ptional assets for Chase |
| Senior Interactive Art Director | lun 2000 lan 2010 |
| | Jun 2008 – Jan 2010 |
| Schematic currently Possible Worldwide, WPP | Austin TX |
| Directed and mentored multiple distributed teams concepting & executing marketing campaigns for Dell's global contract of the second seco | nsumer product launches |
| | |
| Senior Interactive Content Manager | Feb 2006 – May 2008 |
| Powered formerly NotHarvard, Dachis Group, currently sprinklr | Austin TX |
| • Art directed and produced creative, illustrative, interactive, and video CMS assets for HP, Sony, Travelex, Gateway, F | Procter & Gamble, etc. |
| | |
| Systems Analyst | 2003 – 2006 |
| The University of Texas at Austin | Austin TX |
| • Special projects, consulting, R&D produced live-streamed presentations; managed and mentored students; buil | t prototype applications |
| | - T VI FI |
| Instructor, Visual Design | 2001 – 2003 |
| The Art Institute of Colorado | Austin TX |
| • Taught night school classes for adult professionals (Adobe), and Visual + Industrial Design Fundamentals to fresh | imen and sophomores |
| | inen and sophomores |
| Interactive + Technical Producer | 2000 – 2001 |
| FOXSPORTS.com | Austin TX |
| | Austinia |

• Designed and developed rich media applications, interactive widgets, and desktop gadgets for web, desktop, broadcast, and set top boxes

Post Graduate Certificate, AI for Leaders; Bachelors of Science, Geological Sciences – The University of Texas at Austin

Client List

| frog | Schematic | The University of Texas at Austin |
|-----------|---------------|-----------------------------------|
| D&B | ТЗ | Art Institute of Colorado |
| Disney | Chase | Saatchi & Saatchi |
| FOXSports | Estée Lauder | Budget / Ryder |
| | | |
| | D&B Disney | D&B T3 Disney Chase |

Design Skills

- Business + Product Strategy
- Systems + Design Thinking
- Scientific Research Methods
- Sketching, Illustration
- Divergent Ideation
- Convergent Refinement
- Clarifying Ambiguity
- Requirements Definition

- **Technical Skills**
- AI/ML, LLMs, Agents, MCP Tools, Langflow, CrewAl
- Big Data, App Dev, Prompting
- JavaScript, Python, PHP, Go
- HTML, CSS, DOM, SVG
- SQL, XML, JSON, YAML
- xpresso, maxscript, melscript
- Grep, RegEx, Shell Scripting

Soft Skills

- Relationship Building
- Team Alignment
- Presentation
- Cross-Disciplinary Collaboration

Tools

• Figma, Miro, Sketch, Zeplin

 After Effects, Premiere, CC • Cinema 4D, 3dsmax, Maya

Atlassian JIRA, Confluence

• Pencil, Paper, Whiteboard

• Illustrator, Photoshop

Microsoft Office 365

Google Suite

- Management, Scoping
- Design Leadership, Mentoring
- Personable, Approachable
- Humorous, Humble

Feb 2010 – May 2010

Senior Interactive Art Director

Senior Creative Director Super! Alright!