



## SAM PHILLIPS

📅 Available Now

📁 Can be remote

📍 UK or EU

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❤️ he / him or they

“ An experienced product manager, design manager, and project manager, with a highly technical background in design & UX.

## EXPERIENCE

### ★ Third Light / Photoshelter

Creating Chorus, a SAAS DAM focused on media assets and creative workflows.

HEAD OF PRODUCT DESIGN

REMOTE / CAMBRIDGE / NEW YORK

May 2012 - Dec 2022

- 10+ yrs product & design leadership
- Hired & managed diverse agile teams
- Hands-on in all areas
- Led 8-month project with Apple Inc.
- Shipped 35 releases; 4 major versions

### ★ Infusion / Azande

Digital design consultancy to large companies in the City of London and New York, mostly for Microsoft technologies.

DESIGN CONSULTANT

LONDON / NEW YORK

2010-2012

- Product, design, UX, icon design, games, prototyping
- Microsoft, NYPD, Lloyds Bank, HSBC, Aviva, EasyJet.
- Prototyping for Kinect, Windows Phone, Surface 2, for Microsoft

### ★ Realtime Worlds

Procedurally building the whole world from map data, to play games in.

LEAD DESIGNER

DUNDEE

2007-2010

- Working with GTA / Lemmings team
- Product strategy, world design, game design, UX design, prototyping, casual games.
- 3D platform development, UX technology.
- Team leadership, hiring, team building, mentoring.

Previously: Zeus Technology, Green Cathedral, BBC Online, Brand, Glasgow University.

## SKILLS

### OVERVIEW

- Very Experienced
- Broad skillset
- Creative thinker
- Customer-focused
- Data-driven
- Team-builder
- Self-motivated
- Always learning

### PRODUCT & DESIGN

- SAAS & mobile Apps
- Joined-up vision
- Discovery, product roadmaps
- Measuring KPIs; watching MRRs
- User-centric, systems design
- User profiles, metrics, testing
- UX, UI, prototypes, iteration

### PROJECT MANAGEMENT

- Agile, Scrum & Kanban
- Certified Scrum Master
- Estimation, tracking, projection
- Good communicator
- Strict chair of meetings
- Experienced at hiring
- Supportive team leader
- Builds diverse teams
- Not a micromanager
- Loves a good graph

### TECHNOLOGY

- Sketch, Figma, Adobe CC, Miro
- HTML, CSS, SVG, Javascript
- React, Node.js, NEXT.js, Remix
- SQL, Progres, Supabase, Go, Git, GitHub
- Electron, React Native, SwiftUI
- JIRA, Heap, Amplitude, Productboard
- Basecamp, Trello, etc.