



Hi, I'm **Adam Torres**, an experienced designer and manager. I love working across all stages of the development lifecycle, collaborating, building prototypes, and making things for the web, mobile, and desktop.

EXPERIENCE

Sr. Product Design Manager at Slack in San Francisco, California
July 2016 — Present

Lead a team of 5 designers. Focused on design process development, hiring, and people management. Work cross-functionally to develop and implement aspects of our evolving product development process. Additionally, I partner with Product Management on product direction, priorities, and execution.

Senior Lead Designer, Research at Citrix in San Francisco, California
September 2015 — July 2016

Lead and sole designer within the Research and Development team. Work across all projects and collaborate closely with project leads to define and focus projects. Additionally, I provide user research, visual design, interaction design, front-end development support to nearly all projects.

Product Design Lead at Palantir in Palo Alto, California
April 2013 — September 2015

Lead a team of 5 designers and a large project of transitioning our flagship analytical product to the web, which includes developing the vision, designing solid interaction design foundations, prototyping, and collaborating closely with visual designers.

Collaborate closely with Head of Design to refine interview process and, as 1 of 2 hiring managers, build the team to 3x in nearly two years. Lead the development of user research practices and the development of a user research team.

Senior Product Designer at Citrix in Santa Barbara, California
February 2010 — April 2013

Collaborated with developers and product managers to expand the user experience of existing products and entirely new products through the use of user-centered design methods. Developed interaction design, visual design, and prototypes for products on the web, desktop, and mobile, specifically iOS.

User Experience Researcher at Supervalu in Boise, Idaho
June 2009 — February 2010

Collaborated with business stakeholders to identify application and project goals to inform, plan, and conduct research activities, such as usability studies. Analyzed data and generated findings, recommendations, and presentations for stakeholders.

EDUCATION

University of Michigan, Master of Information Science, specializing in Human-Computer Interaction.
Graduated in 2009 with honors.
Ann Arbor, Michigan.

Boise State University, Bachelor of Science in Psychology.
Graduated in 2007 with honors.
Boise, Idaho.

SKILLS

Design

- Interaction & visual design
- HTML, CSS, jQuery, & Framer.js
- Platforms: Web, iOS, OS X, & Windows

Research

- Prototyping
- Interviewing
- Contextual Inquiry
- Affinity Diagramming
- Personas & Scenarios
- Heuristic Evaluations
- Competitive Research
- Survey Design
- Usability Testing
- Card Sorting

Software

- Sketch App
- Adobe: Illustrator, Photoshop, & Fireworks
- Wireframing: Axure & OmniGraffle
- Mac OS X and Microsoft Windows
- Microsoft Office Applications