



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

Principal Product Designer at **Podium** in Salt Lake City, Utah
Mar 2020 — Present

I am a Principal Product Designer at Podium, where I have the opportunity to work on a product that serves small businesses across many verticals and helps them make the most out of their customer interactions.

Principal Product Designer at **Apollo GraphQL** in San Francisco, California
Feb 2019 — Mar 2020

As the Principal Product Designer, my responsibilities range from establishing a product design discipline to getting our design system off the ground to working closely with my colleagues to improve our product development processes.

Sr. Product Design Manager at **Slack** in San Francisco, California
July 2016 — Feb 2019

Lead a team of 6 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

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.

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

Collaborated with developers and product to expand the user experience of existing products and entirely new products across web, desktop, and mobile.

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 and CSS
- Platforms: Web, iOS, Mac, & Windows

Research

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