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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.

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## EXPERIENCE

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

I am a Principal Product Designer at Podium, I worked on initial releases of many new products leading to the formations of new teams, released countless features for existing products, and developed the mobile strategy culminating in new iOS and Android apps that led to a rise better reviews, and higher engagement and activation.

**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  
Jul 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  
Sep 2015 — Jul 2016

Work across all projects and collaborate closely with leads to define projects develop user research protocols, and support with visual and interaction design, front-end.

**Product Design Lead at Palantir** in Palo Alto, California  
Apr 2013 — Sep 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  
Feb 2010 — Apr 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 with honors. Ann Arbor, Michigan.

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

## SKILLS

### Design & Development

- Interaction & visual design
- HTML, CSS, React
- Designed for web, iOS, Android Mac, & Windows

### Research

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