ZAC HALBERT

Product Design Leader, Developer, Entrepreneur, & Mentor

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I'm a product designer with over 17 years of professional experience, and over 6 years managing individual designers and other design managers. Focused on fostering, mentoring, educating, and empowering designers to do their best work by building sustainable organizational systems and forging partnerships with other internal teams. I have trained nearly 500 designers, and maintain a robust network to attract the best talent when it's time to hire.

- **Leader** — I'm an experienced design leader and mentor who has managed up to 30 designers. I am focused on leveling up my team's hard and soft skills to build cameraderie, trust, and a drive for quality.
- **Designer** — Very experienced with a wide variety of best practice design tools, methods, and processes.
- **Developer** — I'm a capable developer, experienced in design systems, CSS, and React + JS development.

Experience

BA Graphic Design, Magna Cum Laude; Northwest Nazarene, 2006

MOMENT
Head of Design
Feb 2021 – present

- Leading all design, marketing initiatives, and product direction for a Series A company, building a complex, programmable text editor for infrastructure teams from 0–1.
- As the first employee, I am instrumental in defining the culture around product roadmapping and prioritization, as well as getting engineers involved in the decision-making.
- Run user research to understand user needs, and partnering with engineers to understand and define technical requirements for the entire product stack.

METROMILE
Head of Design, Enterprise
Feb 2019 – Feb 2021

- Led all marketing and product design efforts for an enterprise offering within Metromile through IPO. We built automation, fraud detection, and telematics for Tier 1 insurers (example customer does $50bn in premium / year), and became profitable in < 1 year.
- Hired and managed a growing design team across a diverse product suite, and played a major role in shaping the roadmap and partnering with the engineering organization.

TRADECRAFT
Head of Product Design
2015 – 2019

- Led staff of 3–5 managers overseeing 25–30 designers at a time in a 4–6 month immersive environment. Designers learned by working directly with companies I sourced in an agency-like setting, augmented by training I created and taught alongside my managers.
- The program earned a 4.96 out of 5 stars (128 reviews) on CourseReport at the time I left.
- We trained nearly 500 designers and worked with nearly 200 companies during my tenure.
- Attendees now work globally at companies like Google, Facebook, Airbnb, Uber, & Tesla.

SAMAHOPE
Head of Design & Product
2013 – 2015

- Created a crowdfunding site to fund doctors who provide services to patients in developing economies. We raised over $1M to treat over 16,000 patients in need.
- Complete ground-up design, product roadmap, and web implementation of crowdfunding site on a limited non-profit budget and tight timeline.
- Ran UX research projects both remotely and on-site in eastern and central Africa.

RECURLY
Senior UX, 2012 – 2013

- Product and senior UX design for a subscription payments platform. Did full stack design from research through wireframing, mockups, and frontend coding.

UBOKIA
Lead UX, 2010 – 2012

- Lead designer UX and visual designer, and contributed to the roadmap and frontend development for a buyer-centric ecommerce product.

FOLIOTWIST
Co-founder 2008 – 2019

- Co-founded a product to help fine artists make a living selling their art online. Primary design + product co-founder until sale in 2019.

SCOUT HAWK
Consultancy 2006 –present

- Product design consultancy — I've worked with dozens of clients from early-stage startups to larger brands like Target, both as individual contributor and design team mentor.