

Joe Kane

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MINNESOTA

Product Designer & Strategist

A results oriented product designer with experience in strategy and leaderships roles. I am an interdisciplinary designer with a passion for ideation and prototyping. I thrive on exploring new possibilities, bringing ideas to life, and building innovative solutions at the intersection of human need, business, and technology.

Tools & Skills

Sketch up
Cinema 4D
Octane

Solidworks
Rhino
Rapid Prototyping

Agile
Jira
Excel

C++
Java
React

Unity
Three.js
TouchDesigner

UX Research
Figma
Adobe Suite

Experience

Avatour

May 2021 - Present

Head of Design & Product

- Led redesign and implementation of a new user interface across all touch points of a 360° videoconferencing SaaS platform.
- Developed company branding for use across the organization.
- Conceptualized a now-patented feature for effective and efficient communication between virtual and physical worlds.
- Oversees the end-to-end customer experience and product roadmap.
- Communicates across the organization and with customer using high-fidelity mockups and interactive prototypes.
- Leads an agile team of designers through 2-week Scrum cycles, working closely with the development team.
- Creates, maintains, and utilizes design systems that promote formation of user habits and provide consistent flows throughout the product.
- Ensures successful design implementation by fostering collaboration and communication between the development team and the marketing, sales, and customer success teams.
- Directs projects by collaborating with and managing contracted designers and production teams.

Wood & Welds

Feb 2020 - Present

Founder

- Designed and programmed a user-friendly web application that enables users to customize their furniture before purchasing and view design changes in real time via programmatically-generated 3D models and schematics.
- Designed and fabricated prototypes for a new line of furniture products designed for the remote workforce.
- Established a supply and manufacturing chain for order fulfillment.

Rêve Consulting

Feb 2017 - Sep 2020

Sr. Service and XR Designer

- Performed qualitative research with end users in the healthcare, financial services, and retail industries.
- Designed human-centered digital transformation solutions for several Fortune 500 companies.
- Designed and built Virtual Reality retail experiences and developed testing protocols for conducting UX research in VR.

Uni-Systems

Jul 2008 - Aug 2013

Visualization Artist

- Developed custom scripts for programmatic 3D modeling of mechanical products, reducing concept-to-rendering time by 30%.
- Introduced the organization to rapid 3D modeling software through demonstration and workshops for faster generation of concept renderings.

Education

Peter F. Drucker School of Management

Clairmont, CA 2015

Master of Business Administration

Art Center College of Design

Pasadena, CA 2015

Master of Science in Industrial Design

University of Minnesota

Minneapolis, MN 2009

Bachelor of Art in Experimental Art

AgilityIRL

Minneapolis, MN 2019

Certified Scrum Product Owner