JK Joe Kane

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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.

Experience

HEAD OF DESIGN & PRODUCT, AVATOUR; REMOTE — 2021 - 2024

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.

Oversaw the end-to-end customer experience and product roadmap.

Communicated across the organization and with customers using high-fidelity mockups and interactive prototypes.

Led an agile team of designers through 2-week Scrum cycles, working closely with the development team.

Created, maintained, and utilized design systems that promoted formation of user habits and provided consistent flows throughout the product.

Ensured successful design implementation by fostering collaboration and communication between the development team and the marketing, sales, and customer success teams

Directed projects by collaborating with and managing contracted designers and production teams.

SENIOR SERVICE & XR DESIGNER, REVE CONSULTING; MINNEAPOLIS, MN — 2017 - 2020

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.

VISUALIZATION ARTIST, UNI-SYSTEMS; MINNEAPOLIS, MN – 2008 - 2013
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

Art Center College of Design; Pasadena, CA – MS Industrial Design, 2015

Peter F. Drucker School of Management; Claremont, CA – MBA, 2015

University of Minnesota; Minneapolis, MN – BA Art, Architecture Minor, 2009

Certified Scrum Product Owner

Skills

PRODUCT DEVELOPMENT – User research, competitive analysis, ideation

PROJECT MANAGEMENT – Scrum, Excel, Jira

2D DESIGN – Figma, Adobe Suite, video production

3D DESIGN – Solidworks, Fusion 360, SketchUp, Cinema 4D

RAPID PROTOTYPING – 3D printing, laser cutting, circuit/PCB design & assembly

CODING – React, CSS, Arduino, Unity

JK