JEAN-PAUL BONDY

Product Design Leader | UX/UI & Product Strategy Los Angeles, California | (512) 804-8832 | jeanpaulbondy@gmail.com | LinkedIn | Portfolio

PROFESSIONAL SUMMARY

Accomplished Product Design leader with over 15 years of experience building, scaling, and leading global design organizations that deliver high-impact SaaS, AI, and IoT ecosystems. Proven track record driving business growth, accelerating time-to-market, and aligning user-centered design strategy with core commercial objectives. Trusted partner to C-suite, Product, Engineering, and Go-To-Market (GTM) leadership, adept at transforming complex technological landscapes into intuitive, award-winning market leaders used by millions.

WORK EXPERIENCE

Pixel Pushers LLC, Los Angeles — Founder & Product Management/Design Consultant

February 2024 – Present

- **Startup Team & Pipeline Building:** Engaged directly by early-stage startup founders as an independent consultant to stand up product design and development capability from the ground up — building teams, defining workflows, and establishing Agile frameworks and sprint/scrum cycles where none previously existed; serve as embedded Product Design Director and Product Manager, owning the full lifecycle from initial ideation through cross-platform mobile launch.
- **Agentic Workflows & UX:** Architect advanced UX architecture for complex mobile applications leveraging generative AI and agentic workflows for client engagements, transforming sophisticated automated system logic into seamless, user-centric mobile interfaces
- **Post-Launch Growth Optimization:** Design and run post-launch product optimization strategies for clients, continuously monitoring user analytics and executing rigorous multivariate (A/B/C/D) marketing and feature testing to maximize engagement and long-term retention.

Native Instruments / iZotope — Associate Director of Product Design

March 2020 – February 2024

- **Portfolio Leadership:** Spearheaded the global creative North Star, experience architecture, and technical quality standards across a diverse portfolio of 10+ core software and hardware platforms, defining product roadmaps alongside C-suite executives.
- **Commercial Scaling & Launches:** Orchestrated the design lifecycle and strategic rollout for 40+ successful product launches, driving significant increases in global user acquisition, sustained retention metrics, and annual recurring revenue (ARR).

- **Organizational Transformation:** Built, scaled, and managed a global team of 12 cross-functional experts spanning UX research, interaction design, and visual strategy across North America and Europe, cultivating a high-performing, metrics-driven design culture.
- **Operational Efficiency:** Standardized multi-platform design languages and shared component libraries, cutting cross-departmental design-to-engineering handoff times while ensuring award-winning aesthetic and functional consistency.

Hilton, Los Angeles — UX/UI Design Lead (IoT & Cross-Platform)

May 2018 – February 2020

- **Pioneering IoT Architecture:** Conceptualized and engineered the industry-first "Connected Room" experience at Hilton, architecting standards for customized hardware integration, IoT physical/digital interaction, and 10ft/OTT TV interfaces.
- **End-to-End Execution:** Directed the full product design spectrum, encompassing initial concept validation, .json configuration modeling, motion graphics, and interactive interface implementation across in-room TV ecosystems and companion mobile applications.
- **Business Value Creation:** Partnered with corporate operations and technical frameworks to deliver continuous UX optimizations, driving an upward trajectory in guest digital engagement and measurable customer satisfaction metrics.

Belkin / Linksys, Los Angeles — UX/UI Design Lead

June 2015 – May 2018

- **Market-Defining Product Launch:** Headed the end-to-end UX/UI design for the industry's first home mesh-networking Wi-Fi hardware and software ecosystem, seamlessly launching three native mobile applications and two responsive web administration interfaces.
- **User Engagement Optimization:** Revamped complex networking architecture into accessible consumer software, achieving notable lifts in product usability scores, reducing setup friction, and strengthening brand equity for consumer and small business portfolios.
- **High-Stakes GTM Enablement:** Created and produced interactive product experiences and live system simulations showcased at CES and major international trade events, significantly amplifying market presence and pre-order velocity.

Freelance Consulting, Los Angeles — UX/UI Design Consultant

- **Strategic Enterprise Advisory:** Contracted by top-tier entertainment and enterprise organizations—including Sony PlayStation, Panasonic, Warner Brothers, Four Seasons Hotels, Zynga, and HopSkipDrive—to architect scalable user experiences, interaction systems, and comprehensive design languages.

CORE COMPETENCIES & EXPERTISE

Executive Strategy

- Product Vision & Roadmapping
- UX/UI Lifecycle Strategy
- Market Differentiation

- AI-First Design Frameworks
- Design Thinking & Innovation
- Quarterly/Annual Planning

Product Execution

- Interactive Wireframing & Prototyping
- Human-Centric Interaction Design
- Agile & Scrum Methodologies
- Generative AI System Integration
- Design System Architecture
- Cross-Platform Configuration

Leadership & Tools

- Executive Stakeholder Management
- Global Team Building & Mentorship
- High-Impact Storytelling
- Figma, Sketch
- Front-End Development Logic
- Motion Design & Animation

EDUCATION & CREDENTIALS

Yale School of Management — Executive Education Certificate, Business Perspectives for Creative Leaders

- Focused on strategic business management, operational leadership, commercial viability, and corporate growth frameworks.

Scrum Alliance — Certified Scrum Product Owner (CSPO)

- Formally credentialed in Agile frameworks, product backlog management, sprint/scrum execution, and high-velocity project delivery.

**Legacy entertainment experience (including award-winning color direction and visual storytelling for Nickelodeon and independent studios) is available upon request or viewable via the portfolio's dedicated fine art archives.*