



Cory Hess – design leader crafting effective teams and meaningful design.

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2018 - Present
Mythos

Owner / Head of Design

- Established a leading design studio specializing in the rapid integration of product designers into cross-functional teams
- 100% project completion rate, with 97% of tasks completed on time
- Advised industry leading clients including Autodesk, Ironclad, Aurora Solar, and AbleTo

2017 - 2019
Eaze

Lead Product Designer

- Managed design for the 6 person consumer team, Eaze.com, and all mobile apps
- Defined product strategy and design systems and managed user research
- Led cross-discipline initiatives that resulted in a 25% increase in conversion rates

2015 - 2017
Zenefits

Lead UX Designer

- Built the design, copy, and QA teams and mentored 3 junior designers
- Led a team of 4 in creating the API platform and user landing page, resulting in a 20% increase in API usage in the first quarter post-launch
- Directed integration efforts between 8 teams comprising product, engineering, and marketing

2014 - 2015
3D Hubs

Lead UX Designer / Front-End Engineer

- Built and led the design and engineering departments, including 2 designers and 4 engineers
- Headed design, created the design system, and wrote the foundation of the codebase
- 250% customer growth rate in first 6 months after full product redesign

2012 - 2014
Sony

Senior Interaction Designer

- System interface design for the worldwide launch of the Playstation 4
- Led initiatives to unify experiences across Sony gaming systems, including the PS4, Vita, and Sony interactive TVs



2011 - 2012
Mindbody

UX Designer

- Established a 12 person UX and user research team, focusing on rapid prototype validation
- Achieved a 24% increase in overall customer engagement through initiatives including the consumer app, iPhone app, and shopping cart

2010 - 2011
Blue Nile

UX Designer

- Initiated the user research program, leading to a 30% increase in CX survey results
- Designed and implemented the mobile interface, search functionality, and shopping cart

2006 - 2008
Level Studios

Graphic Designer / Motion Designer

- Designed 6 product launches, 2 corporate rebranding projects, and 2 national television commercials
- Collaborated with leading clients such as Apple, HP, Quiksilver, Compaq, Oakley, Lenovo, and Cisco

Education



California Polytechnic State University, San Luis Obispo

Graphic Design

Skills

Design thinking

Experience design

Usability

Rapid prototyping

Mobile applications

Qualitative research

Agile methodologies

Information architecture

Systems thinking

Wireframing

Industries

B2B

B2C

Consumer software

Fintech

Healthcare technology

PCI compliance

Data analytics

Cloud storage

Ecommerce

Manufacturing

Insurance

Healthcare

Solar