



Adam Evans

Principal UX Designer

As a UXer I design meaningful experiences that make people more efficient, effective, and fulfilled in their everyday lives.

My process focuses on human centered design, which to me means to consider the holistic experience that builds a sustainable relationship between product and user. This is done through qualitative and quantitative research, to form a clear understanding of the users, tasks, environments, and emotional impact the product will have.

I believe co-collaboration is the best opportunity to employ design thinking. Having all members and stakeholders understand and champion the design solution allows for a more streamlined process without any biases.

Contact



Mobile
937-470-5583



Email
adam.evans.design@gmail.com



Location
Portland Oregon



Portfolio
adamevans.us



LinkedIn
[in/adamevansdesign](https://www.linkedin.com/in/adamevansdesign)

Work Experiences

March 2020
Present

Stroom Inc.

Principal / Lead User Experience Designer

- Lead UX Designer for iOS.
- Lead UX Designer for Lowe's Engagement managing a Senior UX Designer and Jr. Designer for 1.5 yrs.
- Worked alongside R&D for new iOS LiDar experiences.
- Conceptualize UX Vision Roadmap to communicate the future of Stroom and identify milestones/OKRs to Leadership.

July 2017
March 2020

Columbia Sportswear Company

Senior User Experience Designer

- Prototype new consumer interactions for web and mobile devices.
- Conduct usability testing on prototypes early and often.
- Research and design new internal processes to move Columbia from a B2B company to a DTC ecommerce experience.
- Conceptualize, architect, and design Mobile First omni-channel ecommerce experiences.

July 2015
July 2017

Emerge Interactive

Senior User Experience Designer

- Lead user experience designer, brought over 75% of UX in house.
- Led multiple user testing for both mobile and web applications.
- Conducted stakeholder workshops and interviews with multiple top fortune 100 companies.
- Produced roadmaps extending projects to a phase 2 and 3.
- Worked with developers to write technical and functional requirements.

August 2014
July 2015

White Horse Productions (Agency)

UX/UI Designer / Researcher

January 2014
April 2014

ASUS (Internship R&D)

UX/UI Designer / Researcher

May 2013
November 2014

Park Bench Digital (Agency)

UX/UI Designer

Education

2010 - 2013

The Ohio State University

BSD, Visual Communications UX/UI

2007 - 2010

Sinclair Community College

VIS.AAS Visual Communications

Partners I have worked with

Nike	The Home Depot	Columbia Sportswear
Adidas Global	Clif Bar	SOREL
ASUS	Splunk>	Mountain Hardware
Autodesk	Best Buy	Prana
Lowe's	Stroom	OHSU