

## **MARTIN GLOECKLE DESIGN MANAGER & PRODUCT DESIGNER**

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**SUMMARY** Strong understanding of design processes and best practices through work on complex web and mobile products.

Strong strategic thinking and ability to balance user and business needs through experience in product and project management.

Strong technology understanding through background in Computer Science.

Strong management experience across small and medium-sized teams.

**EXPERIENCE** **Senior Design Manager, Buffer** • Remote • 2022 – current

Hands-on design manager, leading 4 product designers and 1 marketing designer.

Led key projects for AI Assistant introduction, design system creation, brand and product refresh, and ongoing functionality enhancements.

Coaching and mentoring designers. Working cross-functional. Established processes, design principles, and career framework.

**Head of Design, Storyhunter (Glimmer)** • San Francisco/Remote • 2017 – 2022

Sole designer, covering all design work. Co-product manager with CEO and CTO.

Worked on ongoing feature improvements and product refresh.

**Director of UX, Insightly** • San Francisco • 2015 – 2017

Managed one product designer for web app work. While covering all design work for the mobile app.

Close collaboration with VP of Product, two Product Managers, and two Content Designers.

Added design best practices and processes to workflow.

**Senior Experience Designer, Moment Design** • New York City • 2013 – 2015

Design for mobile apps and transactional websites at design consultancy. Clients included American Express, JP Morgan Chase, Morgan Stanley, NFL.

**Industrial Designer** • New York City/Shanghai • 2007 – 2013

Industrial and architectural design at West Elm, Billings Jackson Design, Steven Burks, Ron Gilad, Milder Office, misc. startups.

Including employee #3 at Poppin, a design-oriented office supplies startup, covering design management, production management, furniture design, brand and website development, management of Shanghai sourcing office.

**Software Engineer/Engineering Manager/Director of Technology** • 1994 – 2005

Web and interactive CD-ROM development, interaction design, department and project management (Grey Interactive • New York; Modem Media, Vivid Studios, Red Dot Interactive • San Francisco; Da Gama GmbH • Freiburg, Germany).

**EDUCATION** **Master of Industrial Design**, Pratt Institute, New York

**Certificate in Business Administration**, UC Berkeley Extension, San Francisco

**Bachelor of Computer Science**, Karlsruhe University of Applied Sciences, Germany

Excellent references available on request