

# JAMES BEARHART

*Product and UX Design Leader: Strategist and designer from mobile apps and games to enterprise tools and AI  
Built department valued \$25m | Global Teams of 40+ | 350% product adoption increase*

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Strategic designer with 15+ years of experience in Gen AI, design, storytelling, strategy, and business development. A proven leader with a solid executive presence who inspires and builds trust. Can legally work in the EU, Canada, and USA.

## PROFESSIONAL EXPERIENCE

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*Google, Other clients, Remote • Freelance Sr. UX Designer*

*06/2016 - Present*

Although often hired as a freelance tactical designer, I work with leadership to integrate diversity and Gen AI into the design process. Worked on Google products such as Docs, Sheets, and Forms.

- o Saved on spending by road testing project concepts at the beginning of each quarter
- o Decreased engineering time by 50% across products by using a design-first approach
- o Improved adoption of enterprise tools by 350%, integrating AI into the design process

*BlueMetal, New York • VP, Strategy and Design*

*02/2013 - 06/2016*

Joined BlueMetal, an engineering consultancy, to build a design business from scratch. Within three years, the company and brand I had created were purchased for \$25 million by Insight.

- o Rebranded the company from the ground up, working with marketing and publicity to raise the company's profile
- o Worked with sales on presenting BlueMetal as a full-service agency. Pitched new business. Won top-brand clients
- o Built a portfolio of award-winning projects and grew multidisciplinary across three locations

*Infusion, New York • Head of Design Services*

*03/2008- 01/2013*

Worked under my VP to develop a set of UX design processes and lead global teams (London, Dubai, New York, Singapore) to deliver award-winning projects—lead pitch person for new business.

- o In the first year of the role, I grew design sales by 70%

## SKILLS

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Figma, Adobe Illustrator, Adobe Photoshop, Adobe Premiere, Keynote. Team leadership and mentorship.

## EDUCATION

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*MFA • American Film Institute, Los Angeles*

Writing, storytelling, game design, directing, editing, show-running, team leadership

*MA Design Studies • Central Saint Martins University of the Arts, London*

Design thinking, concept development, design research