Terrence Fradet

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● EXPERIENCE

Panorama Education

Senior Product Designer ✷ *October 2017–current*

- Led design vision for new product (Student Success); the impact of its ease-of-use differentiated it from competitors becoming a key driver of sales. Scaled product to meet the needs of 180+ clients representing over 1 million students in K–12.
- Led inclusive feedback sessions with functions across the company to build buy-in for high stakes projects that had company wide change management impact.
- Led an initiative to develop standard product development practices which leveled up teams across the technology function through aligned interests and knowledge sharing.
- Built our user persona capacity on the product/design team by aligning on who we are serving across all our products and developed systematic ways for designers to create targeted-scope personas within product teams.

Product Designer ✷ *February 2016–September 2017*

- Solved business problems through intuitive design solutions in a fast paced agile (PM, eng, design) product team delivering frequent incremental user value over time.
- Developed empathy for a diverse user base; informed by conducting interviews, analyzing user engagement data and participating in customer demos and trainings.
- Cultivated an interest in design thinking across the organization through demoing new feature ideas, blog posts and presentations.
- Created a component library to create a consistent user experience across products which also improved engineering implementation and maintainability.

Fathom Information Design

Designer & Developer ✷ *May 2012–January 2016*

- Apprenticed with Ben Fry; learning a data first design process and how to code creatively.
- Guest lecturer on behalf of Fathom for Harvard and MIT design classes.
- Designed user friendly tools, experiences and marketing stories across diverse sectors and clients, including: National Geographic, Nike, General Electric, and The Clinton Foundation.
- Developed front-end websites and web applications with responsive layouts.
- Analyzed complex datasets and collaborated effectively with experts in their field to uncover meaningful data-driven stories.
- Expanded and managed Fathom's poster shop, overseeing design and production, and facilitated charitable donations from all proceeds.

● EDUCATION

Savannah College of Art & Design

BFA in Graphic Design 2007–2012

Minor in Printmaking

- Magna Cum Laude, GPA: 3.7
- Honors Scholarship, 2007–2012
- Dean's List Honors, 2007–2012
- Outstanding Academic Achievement Award

● SKILLS

Design Focus: product design, UI, UX, interaction, visual, information (data visualization), and responsive design.

Design Thinking & Vision: persona development, sketching, wireframing, user/customer journeys, and prototyping.

Product & Research: Agile methodologies, project management, data analysis, user analytics, and user research.

Coding: Front-end development.

● TOOLS

Proficient in: Sketch, Abstract, InVision, Adobe CC (InDesign, Illustrator, Lightroom, Photoshop), HTML, CSS, and Git.

Working knowledge of: Processing (Java), D3.js, jQuery, JavaScript, and Python.

● PERSONAL PROJECTS

Campervan build out: Completed design and construction for cargo van camper, including: custom woodworking, electrical system, and solar panel installation. Tracking personal resource consumption over time, including: water and fuel.