

# ZACHARY BEDELL

UX Designer // Agile Software Leader // Web Dev  
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Twelve plus years of successful software industry experience. Skills include design of all types—specializing in user experience design—web development, management of software development, agile projects, business, and personnel. Extensive experience designing and delivering enterprise-class software to market at a high cadence. This, combined with adaptive interpersonal communication, strong writing ability, presentation experience, and accountability to executive-level ownership, has resulted in a successful track record of product design, development, and deployment, in a range of company sizes; global corporate, start-up, and mid-size.

## PROFESSIONAL EXPERIENCE

### Senior Consultant, UX

SEPT 2016 — PRESENT

#### BLUEPRINT CONSULTING SERVICES

Established and grew a design practice within the consultancy. Worked directly with Fortune 500 clients to design, build, and deliver custom software solutions.

### Software Development Mgr.

JAN 2013 — SEPT 2016

#### WEBTRENDS

Lead a multi-site, full-stack software team in a transition to Agile methodologies — resulting in a **30x** increase in deployment speed, acting as a model for the adoption of Agile throughout engineering.

### Lead User Experience Designer

JULY 2009 — JAN 2013

#### WEBTRENDS

Designed on-web-page marketing content tool to allow non-technical users to produce web content optimization tests without need of a web developer or coding experience — **3x** sales increase.

### User Experience Designer

APR 2008 — JULY 2009

#### WIDEMILE (Start-up)

Designed content optimization software as a start-up member, focusing on ease-of-use despite heavy mathematical and technical complexity — resulting in company **acquisition**.

### User Experience Designer

JULY 2005 — APR 2008

#### MICROSOFT

Designed server admin software for home and small business — **creating** a market. Designed high-powered computing software for ease-of-use — **~80%** increase in main user scenario efficacy.

## SELECT SKILLS

- // User Experience Design
- // Illustration & Fine Art
- // Software Product Inception
- // Enterprise Team Leadership
- // Agile Project Management
- // Multi-site Personnel Management
- // Web Development & Deployment
- // Information Architecture
- // Customer Lifecycle Design
- // Account Management & Sales
- // User Research & Usability Testing
- // Logo & Brand Design
- // Technical Writing

## EDUCATION & ADDENDA

### BACHELOR OF FINE ARTS

#### Visual Communication Design

#### UNIVERSITY of WASHINGTON

One of twenty students selected into the c/o 2005 design program.

### PATENT

#### Dynamically Scalable Hierarchy Navigation