Chris Goodhue

Contact

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Emerson College

Sept 2004-May 2008
Visual and Media Arts (BA)
Photography (Minor)

Skills

Digital Product Design, User Research and Testing, Art Direction, Creative Direction, Low/High Fidelity Prototyping, Mobile App Design, UI/UX Design, Visual Design, Photography, Adobe Creative Cloud, Sketch, Principle, Invision, Figma

Vimeo

Senior Design Manager (Feb 2022-Present)
Senior Product Designer (Oct 2016-Jan 2022)

Alongside product, engineering, research, and marketing teams I work to design, test, and ship interactive tools and customization features in the Vimeo player.

I manage designers on the Player team, delegating day-to-day tasks and helping set and achieve career goals.

I design end-to-end product experiences through user flows, wire frames, high-fidelity prototypes for user testing and final design deliverables.

Working with product and engineering leads, I help define milestones and influence the larger product organization road map through strategic thinking and crafting a compelling product vision.

PayPal

Senior Product Designer (Jan 2016–Oct 2016)

Led the design of multiple products for the Value-added Commerce team.

Responsible for designing products that help drive user engagement across all of PayPal's platforms.

Worked with a global team of UI/UX designers, developers, product owners, project managers, researchers, and strategists.

Created high-fidelity prototypes for user testing.

American Express

Senior Product Designer (Mar 2015–Jan 2016)

Led the design of the core experiences of americanexpress.com, including the homepage, payments, disputes, and account summary.

Worked with an Agile team of UI/UX designers, developers, product owners, project managers, researchers, and strategists.

Created high-fidelity prototypes for user testing.

Managed and mentored design interns.

Brooklyn United

Senior Designer (Jan 2014-Feb 2015)
Designer (Sep 2008-Dec 2013)

Worked side by side with the creative director to conceptualize and execute digital experiences for clients.

Worked directly with strategist, project managers, and developers to meet clients' needs and exceed expectations.

Presented design concepts to clients.

Led the design of projects from start to finish.

Managed and mentored interns and junior staff.