CHASE DIMICK
Product Designer

Leading Design Teams | B2C & B2B Saas Enterprise Platforms

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- 15+ years designing and innovating for global companies across diverse industries such as gaming, healthcare, engineering, automotive, cybersecurity and defense

- 8+ years leading and building a design team in a greenfield environment resulting in the company becoming one of the top data-breach and cyber security service providers in the nation

- Compassionate leader that believes strongly in building good relationships through design education and good communication across company departments

EXPERIENCE

IDX | Head of User Experience Design   Mar 2016 - Feb 2024

Oversaw the experience vision, strategy, and implementation of cyber-security, breach response, and cyber-defense applications across B2B and B2C channels; serving key government organizations and Fortune 500 companies.

- Designed Cyber-security breach solution platform from 0 to 1; partnered with Product, Marketing, and Engineering to complete product discovery, developed design concepts and delivered high-fidelity prototypes, resulting in a user base of 40+ million.

- Designed company logo and guided the product marketing direction for the consumer-facing IDX platform; including product illustrations, internal tools, and B2B solutions.

- Coordinated and led design efforts with international engineering teams across all product solutions, created and implemented design system to ensure a consistent user experience across products.

- Collaborated with cross-functional teams and subject matter experts to create responsive design solutions on desktop, mobile, and tablet to serve the needs of users in the field and keep people safe from active threats.

Fiat Chrysler | Senior UX Designer   Dec 2014 - Dec 2015

Collaborated closely with mechanical engineers and quality assurance software engineers to develop cutting-edge Heads Up Displays (HUDs), wearable technology and mobile applications tailored to the diverse range of brands under the FCA umbrella

- Concept and design for mobile and desktop applications as well as touch-screen Heads Up Displays for 12 automotive brands.

- Worked with hardware units across in vehicles to ensure that they operate and function as designed.

- Coordinated across international departments to ensure quality and usability performance met and surpassed expectations.

Oracle - Cerner | Senior UX Designer   Dec 2014 - Dec 2015

Created updated, simple and engaging designs for electronic medical records, nursing software and mental health applications so that medical personnel and patients spend less time battling technology and more time providing care.

- Partnered with cross-functional product team members to research, explore, design, and implement enhancements to NHS Pharmacy to optimize safe and efficient tracking and deployment of pharmaceuticals. The solutions increased provider communication, clarified pharmaceutical instructions, and increased efficiency across the board.

- Collaborated with strategists, architects, and developers to create nursing software that helped charge nurses manage their area with a high level view of supply and medical needs. Conducted shadowing visits with healthcare facilities and solution teams to capture contextual insights from providers to inform and inspire user-centered development decisions.

- Delivered high-fidelity wireframes, prototypes, high-fidelity mockups, and scripts for usability testing. Facilitating stakeholder interviews and collaboration sessions for development teams.

RELATED EXPERIENCE

Texas Instruments | UX Designer   2013
Educational Platform

Developed high-fidelity designs and prototypes for a conceptual educational platform. This platform aimed to assist teachers in creating digital content and coordinating with their students, enhancing classroom engagement and digital learning experiences

Gearbox Software | Environmental Artist   2011
Borderlands 2

As an Environmental Artist at Gearbox Software, I created 3D models and texture paintings to build immersive game worlds. I also handled technical art responsibilities, optimizing assets and implementing them in the game engine to ensure they met performance standards while maintaining visual quality.

Controlled Chaos | Environmental Artist   2010

Creation of 3D models and texture paintings to develop environments for an unreleased indie first-person shooter. I also managed technical art responsibilities, optimizing assets and integrating them into the game engine to ensure they met performance standards while preserving visual quality.

Indie Game Challenge | Coordinator   2010

Managed submissions from various game developers, ensuring they met quality standards. I facilitated communication and coordination with industry judges, helping to streamline the evaluation process and support the developers throughout the submission process

EDUCATION

Southern Methodist University | Masters of Interactive Technology   2009

Completed Masters program with a strong focus in interactive art and design. I was student body President as well as Cornerstone project Team Lead

Miami University | Bachelor of Fine Arts   2005

Completed Bachelor of Fine Arts with a focus in painting and illustration. Minor in Anthropology.