

Hello there, I am Skipper Chong Warson

and I'm a leader who came up as a maker. I revel in the collaborative and iterative process of crafting delightful, human-centered digital and physical experiences — this includes strategy, research, testing, and discovery facilitation — while unblocking and growing others' work/careers.

Experience

CONSULTING DESIGN DIRECTOR / SHEP

APR 2017 - PRES

Design direction, consulting, and general advising for an early travel startup.

DESIGN DIRECTOR / THOUGHTBOT

AUG 2019 - APR 2020

Led studio design and strategy. Mentored direct reports through regular one-on-ones as well as group check-ins, design critiques, general upskilling, and support while growing the team. Sold, advised on, and worked on client engagements to shared success with global management and local leadership. Especially proud of my efforts as a member of the diversity/inclusion council.

PRODUCT DESIGN DIRECTOR / SESAME

SEP 2018 - AUG 2019

Built and managed the design team, launched a two-sided marketplace with a blended team, local and remote. Created initial brand experience along with an atomic design library and carried out user research with full-stack testing/QA.

SENIOR DESIGNER ACD / FJORD

AUG 2013 - SEP 2018

Hands-on lead in service design, workshop facilitation, user experience, digital product creation while collaborating with multidisciplinary, internal/external design teams, technical groups, and product experts around the world to create best in class outcomes for Fortune 500 companies. In addition, a slew of internal initiatives around peer growth, diversity/inclusion, and studio culture.

DESIGN DIRECTOR, UX LEAD / BRABBLE

NOV 2012 - AUG 2013

UX, visual design, and brand building for a social network startup, including app design, responsive web design as well as support for marketing efforts. Released five iOS and Android versions while managing/building a design team.

DESIGN DIRECTOR / MEDIABISTRO

SEP 2011 - NOV 2012

Champion problem-solver — part short order cook, part evangelist. Priorities included UI/UX over a swathe of properties and verticals, brand building, and promotional campaigns. Managed/built a design team, local and remote.

SENIOR INTERACTIVE DESIGNER / PBS FRONTLINE

OCT 2010 - SEP 2011

PRINCIPAL DESIGNER / SCW CREATIVE

JUN 2001 - OCT 2010

LEAD DESIGNER / KELLER WILLIAMS REALTY INC.

JAN 2005 - JUN 2008

INTERACTIVE DESIGNER, ILLUSTRATOR / RX.COM

MAR 2000 - MAY 2001

A TON OF CHARACTER BUILDING WORK EXPERIENCE

BEFORE THAT

What I love

We all must choose to do things, either for love or for money, and in those rare cases where you can have *both*, call it a good day.

- Team development and growth
- Strategy, immersive user research and concept testing
- Running design workshops — including product design sprints as well as others kinds of discovery/design facilitation with cross functional teams
- Art direction, typography, illustration

How we create our work — the path and the process — is important because there's nothing valiant in working unnecessarily and burning people out.

I'm also interested in how the principles of design can provide resources for empowerment and independence in the world at-large.

Education

VARIOUS

2011 - PRES

Including classes from Hyper Island, School of Visual Arts (SVA), Plucky, UXPin, misc. MOOC sessions

ALTMBA

2016 - PRES

Compressed MBA and leadership curriculum

UT EL PASO

2000

BA double major: Playwriting, Eng Lit