

Douglas Hine

Resume 2016

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dougashine

Creative Leadership, Technical Management and User Advocacy. I have 10 years of experience creating consumer and B2B products as a designer/developer and a manager. I love to build and foster teams that solve problems creatively, utilizing the best technologies and a rigorous user-centric design process. I am currently looking for new opportunities to grow as a leader and professional.

WORK EXPERIENCE

Director of Design - SoHalo, Inc.

Sept. 2011 - Present | Redwood City, CA

Directly manage a multi-disciplinary team of designers and developers on a B2B social media marketing platform. Led the charge in winning contracts with Fortune 100 companies across offices in 4 countries with applications in 5 languages on 4 continents.

User Interface Developer - Circle of Moms

Aug. 2009 - Sept. 2011 | San Francisco, CA

UX designer and front-end developer for a successful online community for moms. Designed and built a powerful social networking application that grew into 6 million users with 3 million monthly unique visitors, 9 million Child Pages created by moms, and over 10,000 communities.

Senior Front End Developer - Vivaty, Inc.

Jan. 2008 - Aug. 2009 | Redwood City, CA

Served as the only user experience / interaction designer for a web-based multiplayer 3D social game, integrated with Facebook and AIM. I was instrumental in the development of features that led to Microsoft acquiring the technology which lives on to this day inside the Xbox platform.

Digital Designer - The Indianapolis Star - Gannett

Aug. 2006 - Dec. 2007 | Indianapolis, IN

Responsible for the rapid design and development of innovative online publishing platforms and social networking sites. Identified and built award winning applications at the bleeding edge of the industry, resulting in new advertising vehicles that generating millions in revenue.

Marketing Manager - Intake - Indy.com

Jan. 2006 - Aug. 2006 | Indianapolis, IN

Executed complex marketing projects for a local lifestyles publication. Projects included interactive multimedia, special events and digital campaigns that grew online readership 10x. Specialized in increasing readership through the integration of online and print media with real-world events and guerilla marketing.

References available upon request

EDUCATION

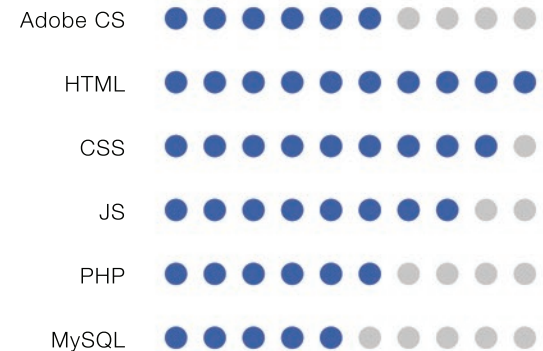
IUPUI, SPEA 2005-2006

Graduate level course work in Public Relations, Management, Strategic Planning, Statistics, Law, Public Policy and New Media

The Florida State University 2000-2004

BA in Philosophy with a minor in Psychology and Religion. Emphasis on Cognitive Studies and Symbolic Logic.

TOOLS



SKILLS

- ▶ UX Design
- ▶ Scrum / Agile
- ▶ LAMP Development
- ▶ Marketing and SEO
- ▶ Graphics & Icons
- ▶ Strategic Planning
- ▶ Artistic Direction
- ▶ Technical Writing
- ▶ Technical Leadership
- ▶ Staff Mentoring
- ▶ Product Management
- ▶ Project Planning