



JEREMY ECCLES

USER EXPERIENCE DESIGN DIRECTOR

With over 20 years of professional UX design and engineering experience, I lead diverse teams to deliver innovative solutions across industries. My passions for business growth and the people that make it happen drive me to invest in strategy, collaboration, leadership development, and profitable results.

PORTFOLIO + CONTACT INFORMATION

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EXPERTISE

Executive, Company, and Team Leadership
User Experience Design + Architecture
User Interface and Interaction Design
Simple, Elegant, and Intuitive Design
Design Systems
Native + Responsive Mobile UX
Business/Enterprise Software UX
Agile Methodology

UX Direction + Creative Direction
iOS Application Development
Transparent UI
Strategy, Innovation, and Communication
Computer Graphics, 3D Visualization + Animation
Virtual + Augmented Reality
Business Growth + Entrepreneurship
Leading with Trust, Compassion, Stability, and Hope

PROFESSIONAL EXPERIENCE

Director User Experience

Cox Automotive, Mission, KS, 2015–Present

Directed UX for agile release trains and delivery teams in five states.

Led UX for the Cox Automotive Mobile Group.

Delivered UX for more than 15 mobile apps in two years, four as ground-up redesigns of existing core products.

Organized and a design system initiative that drove a common user experience and increased efficiency across ten disparate business units within the company.

Led a team in the design, delivery, and implementation of the system through a bottom-up approach, gaining buy-in from all of the business units, teams, and leadership.

Mentored and developed the skills of UX designers, architects, and leaders.

Co-Founder, CEO + VP of Design

Rade | Eccles, Overland Park, KS, 2009–2016

Co-founded, directed, grew, and sold a mobile app development startup, consistently doubling revenue year-over-year while maintaining a 30 percent profit margin.

Spearheaded all aspects of UX and front-end iOS development for the company.

Concurrently managed short term and multi-year projects across multiple verticals with budgets up to \$350,000.

Built fully-owned mobile and web products and delivered over 40 mobile apps for more than 20 clients, including Fox Sports, Hallmark, and Beats by Dre.

Provided end-to-end delivery for clients, covering UX from conceptual design through information architecture, user flows, wireframes, high-fidelity mockups, asset creation, front-end iOS development, QA, maintenance, and support.

Mentored and empowered our technical team of designers, developers, and QA personnel.

Founder + Consultant

Eccles Consulting, Kansas City, MO, 2008–2012

Helped architecture and engineering firms fully integrate 3D visualization into professional practices, including program development, strategic planning, training, needs analysis, production assistance, and support.

3D Visualization Team Leader

HNTB Architecture, Kansas City, MO, 2007–2008

Rebuilt and led HNTB's nationwide 3D visualization program to a position of health and sustainability through strategic leadership, reforms, mentoring, and training.

Positively impacted the firm's top line through critical involvement in major interview wins.

Increased profitability through improved employee performance and reduced cost for additional technical staff or third-party 3D visualization.

Researched and implemented emerging visualization technologies, tools, and best practices.

Directed technical staff to include setting delivery standards and professional development.

Production Manager

Arnold Imaging, Kansas City, MO, 2006–2007

Managed the team of digital artists delivering 3D visualization for diverse clients.

Grew the client base and provided strategic consulting, account management, project management, and assistance with business development.

Senior 3D Visualization Specialist

HNTB Corporation, Kansas City, MO, 2004–2006

Led 3D visualization and post production work across multiple verticals.

Directed account and project management, expanding into new areas.

Spearheaded the beginning of reforms within the 3D visualization program.

Co-Founder of 3D Visualization Practice

Yung Design Group, Des Moines, IA 2003–2004

Started a new office within the firm as a standalone 3D visualization practice.

Provided 3D modeling, rendering, and animation services across all verticals as well as account management, project management, and business development.

Successfully crafted the business into a thriving entity that continues to flourish as a separate, profitable company.

Research Scientist

Fraunhofer Gesellschaft, St. Augustine, Germany, 1998–2003

Drove research on improving the user experience of virtual reality and augmented reality.

Led multiple teams to design, build, and develop immersive experiences and applications across multiple disciplines including story telling, location-based entertainment, architecture, health care, and geological research.

Delivered virtual reality experiences for industry partners such as Siemens, GlaxoSmithKlein, and André Heller.

Trained and mentored team members, fellow researchers, and students.

EDUCATION

Master of Science, Electrical and Computer Engineering

Iowa State University, Ames, IA, 1996–1998

Bachelor of Science, Electrical Engineering

Iowa State University, Ames, IA, 1992–1996