Jeff McMillioan Design Leader linkedin.com/in/jeffmcmillioan jeff.mcmillioan@gmail.com jeffmcmillioan.com (512) 576-9273

I am an experienced design professional, driven to create exceptional product experiences. Occasionally known to fall on my sword, my experience is rooted in brand and product strategy, data-informed product design process, and strong UX+UI design foundations. I have built, mentored, and managed design teams and play extremely well with executive, marketing, product, and engineering peers.

Most importantly, I am a design advocate—convicted in the belief that elevated design gives a brand emotional influence in the market. If you're looking to elevate your product experience, let's connect.

# Overview

#### Design Leadership

- Champion the design org and raise visibility of the discipline across the organization
- Excellent storyteller with ability to communicate high-level strategic objectives and vision
- Experience driving alignment with cross-functional stakeholders
- Good instinct with ability to see around corners and plan for the future
- Experience driving strategic initiatives that align with business goals and priorities

#### Design Management

- Excellent track record recruiting, retaining, and mentoring high-performing team members
- Influence, embody, foster, and celebrate team culture
- Experience guiding team processes, tools, and standards of quality
- Ability to drive quarterly planning and prioritization
- Experience driving end-to-end product discovery

# Product Design

- Ability to define background and strategic fit for new features
- Experience leveraging quantitative and qualitative insights to frame feature definition
- Comfortable with end-to-end design process from problem framing to usability testing
- Excellent design fundamentals and highly proficient in Figma, Whimsical, Jira, and Confluence
- Impeccable attention to detail and fit and finish

Excellent professional references and case studies available upon request.

#### Experience

## Lighthouse, Head of Design (Feb 2022 - Present)

Lighthouse is an apartment rental locating service that offers cash back rewards for renting. As the Head of Design and the founding designer, I am responsible for building a design function and elevating the overall quality of the product.

#### FloSports, VP of Design (Jun 2015 - Feb 2022)

FloSports is a live events and sports media company that serves fragmented communities and provides them with a platform to connect with the sports they love. As the VP of Design, I managed 8 designers and guided the overall design direction for the brand and marketing creative, websites, native apps, Apple TV and Roku apps, and in-stream event graphics.

## Homeaway, Product Design Lead (Feb 2014 – Jun 2015)

Homeaway is the world's largest vacation rental marketplace. As the Product Design Lead for the Supplier side of the business, I was responsible for the product design of a suite of products that enable our customers to more efficiently run their rental business and maximize rental occupancy. Homeaway was acquired by Expedia and has since rebranded to VRBO.

# Dell, Principle Designer (Jan 2012 – Feb 2014)

As a Principal Designer in the Experience Design Group, I was responsible for design direction on next-generation programs across the web and consumer software products, mentoring and energizing the design team, and elevating the level of design work across the studio.

### Dialog Studio, Design Director (Jan 2008 - Dec 2011)

As a Design Director for a small design consultancy, I was involved in all aspects of the business. I was responsible for business development and acted as the primary client contact. I helped manage budgets, create project schedules, and allocate resources. I also managed and mentored a super talented design team and external development partners.

# frog design, Sr. Designer (Jan 2005 – Dec 2007)

frog design is a global strategy and innovation firm. As a Sr. Designer, I was almost exclusively resourced on high-profile engagements that spanned large consumer websites, native mobile and desktop software, and television experiences. I was on a small team that was awarded a patent for the first card-based interface on a mobile device.