

Dan Fournier

Product, UX, and Graphic Designer

Education

University of Illinois at Chicago

Bachelor of Fine Arts, Graphic Design, Aug 2008 – May 2012

Skills

User Experience

Interaction Design
Mobile Design
Web Design
AR Design
Prototyping
User Interviews
Usability Testing
Data Compiling
Storytelling
Scenarios
Empathy Mapping
Journey Mapping

Processes

Design Systems
Design Sprints
Lean UX
Scrum

Visual Communication

Graphic Design
Brand Design
Visual Hierachy
Typography
Grid/Layout
Illustration
Iconography
Color Theory

Development

HTML
CSS/SASS
Javascript (Learning)
React (Learning)

Best Practices

WCAG Compliance
Apple Human Interface
Google Material Design

Tools

Sketch
Figma
Framer
InVision Studio
Adobe XD
Photoshop
Illustrator
InDesign
After Effects
Visual Studio Code

Experience

Senior Product Designer

Turo, Nov 2022 – Present • Hybrid

Working with design, research, business, and data teams to identify problems, pursue opportunities, and craft enjoyable car booking and trip experiences for guests. Contributing to our design system and ops to improve product cohesion and processes.

Senior Product Designer

UserTesting, Nov 2020 – Oct 2022 • Remote

Learning from users, research, and data science to solve complex problems and design seamless experiences for our testing products. Actively collaborating with partners to improve our design system and ops, grow our teams, and refine our processes.

UX Designer II

Endurance Group, Apr 2019 – Nov 2020 • Tempe, AZ

Working with users, researchers, and developers to design a website management and e-commerce platform for small businesses. Producing briefs and prototypes to continuously improve experiences. Building a design system to streamline processes.

Lead UI/UX Designer

CoachNow, Jun 2017 – Apr 2019 • Tempe, AZ

Collaborating with users, CX teams, and developers to design a mobile and web communication platform for coaches. Leading usability testing, data gathering, and design sprints to define problems and improve products. Building a design system with reusable components for faster development.

Product Design Manager

Golfshot, Mar 2013 – Jun 2017 • Phoenix, AZ

Leading design and UX initiatives for a suite of golfing mobile/wearable apps, websites, and cutting-edge tech through user research, usability testing, and team collaboration. Forming design and brand systems for all products and touchpoints.

Certifications

UX Certified (UXC)

Nielsen Norman Group,
Aug 2020

Certified Scrum

Product Owner (CSPO)

Scrum Alliance, Sep 2019

Awards

Innojam Grand Prize

Endurance Group,
Nov 2019

PRomains Project

Product Recognition

Golfshot, 2015 – 2017

Best App of 2016

App for Apple Watch

Best New App

Great Free App

Best of May 2015

App for Summer 2015

App for Golfing

Golfing Galore

Essential Sports App

App for Health

Our Favorite App

Top Free App in Sports

Best Designed Book

University of Illinois at
Chicago, Dec 2010

Post-Typo Manifesto