Jean-Paul Bondy

Los Angeles, California | 512-804-8832 | Email | LinkedIn

PRODUCT DESIGN LEADER | UX/UI & PRODUCT STRATEGY

Product design leader with 15+ years scaling design organizations behind high-impact SaaS, AI, and IoT products used by millions, from embedded startup leadership to enterprise portfolios at Native Instruments / iZotope, Hilton, and Linksys.

WORK EXPERIENCE

Founder & Product Management/Design Consultant | Pixel Pushers LLC

February 2024 – Present · Los Angeles, CA

- **Startup Team & Pipeline Building:** Engaged directly by early-stage startup founders as an independent consultant to stand up product design and development capability from the ground up: building teams, defining workflows, and establishing Agile frameworks and sprint/scrum cycles where none previously existed. Serve as embedded Product Design Director and Product Manager, owning the full lifecycle from initial ideation through cross-platform mobile launch.
- **Agentic Workflows & UX:** Architect advanced UX architecture for complex mobile applications leveraging generative AI and agentic workflows for client engagements, transforming sophisticated automated system logic into seamless, user-centric mobile interfaces.
- **Post-Launch Growth Optimization:** Design and run post-launch product optimization strategies for clients, continuously monitoring user analytics and executing rigorous multivariate (A/B/C/D) marketing and feature testing to maximize engagement and long-term retention.

Associate Director of Product Design | Native Instruments / iZotope

March 2020 – February 2024 · Boston, MA

- **Portfolio Leadership:** Spearheaded the global creative North Star, experience architecture, and technical quality standards across a diverse portfolio of 10+ core software and hardware platforms, defining product roadmaps alongside C-suite executives.
- **Commercial Scaling & Launches:** Orchestrated the design lifecycle and strategic rollout for 40+ product launches, including RX and Ozone (Emmy/Academy Award and NAMM TEC Award-winning), growing subscription revenue from 0 to 60K subscribers in year one and driving an 80% increase in assistive-technology adoption.
- **Organizational Transformation:** Built, scaled, and managed a global team of 12 cross-functional experts spanning UX research, interaction design, and visual strategy across North America and Europe, cultivating a high-performing, metrics-driven design culture.
- **Operational Efficiency:** Standardized multi-platform design languages and shared component libraries, cutting cross-departmental design-to-engineering handoff times while ensuring award-winning aesthetic and functional consistency.

UX/UI Design Lead (IoT & Cross-Platform) | Hilton

May 2018 – February 2020 · Los Angeles, CA

- **Pioneering IoT Architecture:** Conceptualized and engineered the industry-first "Connected Room" experience at Hilton, scoped for an 800K-room global rollout and reaching 3,800 rooms worldwide after a phased relaunch around COVID-driven installation disruptions, architecting standards for customized hardware integration, IoT physical/digital interaction, and 10ft/OTT TV interfaces.
- **End-to-End Execution:** Directed the full product design spectrum, encompassing initial concept validation, .json configuration modeling, motion graphics, and interactive interface implementation across in-room TV ecosystems and companion mobile applications.
- **Business Value Creation:** Partnered with corporate operations and technical frameworks to deliver continuous UX optimizations for the companion mobile app, driving a 40% increase in mobile app adoption and measurable guest satisfaction gains.

UX/UI Design Lead | Belkin / Linksys

June 2015 – May 2018 · Los Angeles, CA

- **Market-Defining Product Launch:** Headed the end-to-end UX/UI design for the industry's first home mesh-networking Wi-Fi hardware and software ecosystem (Velop), capturing 30% of the mesh WiFi market and scaling to 25M+ active devices worldwide across three native mobile applications and two responsive web administration interfaces.
- **User Engagement Optimization:** Revamped complex networking architecture into accessible consumer software, achieving notable lifts in product usability scores, reducing setup friction, and strengthening brand equity for consumer and small business portfolios.
- **High-Stakes GTM Enablement:** Created and produced interactive product experiences and live system simulations showcased at CES and major international trade events, significantly amplifying market presence and pre-order velocity.

UX/UI Design Consultant | Freelance Consulting

Los Angeles, CA

- **Strategic Enterprise Advisory:** Contracted by top-tier entertainment and enterprise organizations, including Sony PlayStation, Panasonic, Warner Bros., Four Seasons Hotels, Zynga, and HopSkipDrive, to architect scalable user experiences, interaction systems, and comprehensive design languages.

EDUCATION & CREDENTIALS

Yale School of Management

Executive Education Certificate: Business Perspectives for Creative Leaders

Focused on strategic business management, operational leadership, commercial viability, and corporate growth frameworks.

Scrum Alliance

Certified Scrum Product Owner (CSPO)

Formally credentialed in Agile frameworks, product backlog management, sprint/scrum execution, and high-velocity project delivery.

CORE COMPETENCIES

Executive Strategy: Product Vision & Roadmapping, UX/UI Lifecycle Strategy, Market Differentiation, AI-First Design Frameworks, Design Thinking & Innovation, Quarterly/Annual Planning

Product Execution: Interactive Wireframing & Prototyping, Human-Centric Interaction Design, Agile & Scrum Methodologies, Generative AI System Integration, Design System Architecture, Cross-Platform Configuration

Leadership & Tools: Executive Stakeholder Management, Global Team Building & Mentorship, High-Impact Storytelling, Figma, Sketch, Claude, Adobe, Front-End Development Logic, Motion Design & Animation, Photography