

JASON SACK

503-828-1717
jasack@gmail.com

EDUCATION

MA, Humanities
California State Univ.

BA, Creative Writing
Univ. of Minnesota

LS&CO. (LEVI'S) DIRECTOR, UX DESIGN

JAN. 2022 - PRESENT

Rebuild UX team, kickoff design system, extend relationships with global brand and marketing teams, establish design-thinking methodologies, partner with research, product, and dev leadership to grow design maturity and build consumer trust in global eCommerce platforms levi.com and apps.

AMAZON SENIOR UX DESIGNER, AWS

JUN. 2020 - DEC. 2021

Drive UX strategy, design, and process within the Training and Certification business. Hire and mentor new designers. Craft UX design and plans for integration of multiple learning platforms.

CVENT, INC. SENIOR MANAGER, PRODUCT DESIGN

MAR. 2019 - JUN. 2020

Manage and grow a team of product designers working on complex event management software for the enterprise. Work together across functions and product teams to drive solutions.

EBAY INC. HEAD OF DESIGN, GLOBAL MOBILE

MAR. 2015 - MAR. 2019

Set design direction for eBay Classifieds Group mobile products. Build a mature design practice including hiring and managing designers and researchers. Implement processes to elevate design within the org. Lead global efforts to socialize design thinking to create a customer-centered culture. Envision and operationalize global design systems for mobile, including pattern libraries, style guides, and more.

WIEDEN+KENNEDY UX LEAD

DEC. 2011 - MAR. 2015

Concept, envision, and articulate multi-platform experiences for Nike, Coca-Cola, American Express, Sony, and many others. Foster new processes and approaches to digital work. Evangelize for UX across the agency. Recruit, mentor and guide new UX practitioners. Collaborate across disciplines to push the quality of digital work forward.

ADOBE INC. UX LEAD

FEB. 2011 - DEC. 2011

Bring products to market for Omniture business unit using agile process. Provide strategic input to PMs, craft UX concepts, create IA and UI design deliverables. Collaborate with engineering team to shape products for global delivery across smart phone, desktop, and tablet platforms.

APPLE ASSOC. CREATIVE DIRECTOR

OCT. 2009 - FEB. 2011

Lead the IA team for apple.com. Craft UX for global product launches including iPad, iPhone, iPod, iTunes, and Mac. Guide and review all IA deliverables. Present work to senior executives for input and approval. Mentor, manage, and support IAs. Collaborate with analytics team to optimize interactive work. Collaborate with Retail, Apple Store Online, and Support teams. Lead mobile UX strategy for marketing content on iPhone and iPad.

ZEUS JONES DIRECTOR OF UX

APR. 2009 - OCT. 2009

Establish UX discipline within the agency. Mentor planners and designers. Collaborate with partners to create clear, actionable UX strategies based on user insights. Create IA deliverables for General Mills, Nordstrom, and others. Lead usability evaluation for client work.

HONORS

Cannes Lion, Website, Sony 'Be Moved'
D&AD Black Pencil, Website, Apple.com
Jay Chiat Award, New Product Idea, Tablespoon.com
FWA of the Day, Build Your Own Boxtroll, 6/14
FWA of the Day, Building of Memories, 10/14
FWA of the DAY, Sony 'Be Moved,' 2/14

SPEAKING AND APPEARANCES

MinneWebCon, Presenter (MN)
Hacker Dojo, Keynote (Mountain View CA)
WWU, Commencement Speaker (WA)
CHIFOO, Keynote Speaker (PDX)
InfoCamp PDX, Keynote Speaker
WWU, Guest Instructor - Sr. Workshop