

Adam Rice

Product Design & Development

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In Sum

Proven and slightly grizzled with 10+ years experience in software companies of varying sizes. Believes design is critical in the entire product lifecycle of discovery, development and delivery: good user experience is good for business. Equally comfortable leading design sprints and working on production code. Wants to solve problems that benefit users and the business, grow through collaboration, and curate/create design tools to empower others.

Skills & Expertise

UX Research, Discovery

Figma, Photoshop

HTML/CSS

Design Systems

VSCode, VIM

Javascript/Typescript

Prototyping

Git CLI & Workflows

Public Speaking

Work Experience

Cypress.io

Design

September 2020 – Present

I joined Cypress to establish a product-wide design practice and lead design at-large for the open source Test Runner UI and user experience. My work to present has centered on establishing a design system and pattern library for the Test Runner and leading design efforts to bridge gaps between the company's paid product (Cypress Dashboard) with its open source offering.

FullStory

Senior Designer

June 2015 – August 2020

I was FullStory's 2nd Designer and 17th employee. At FullStory I had the opportunity to influence and work upon a much-loved brand and product. I led design efforts for: page analytics (Heat Maps and Scroll Maps); product strategy, privacy and consent controls for the GDPR; in-app user onboarding; saved search and segment management.

In addition to design and development work, I endeavored to create community and camaraderie around the company's cultural tenets (empathy, clarity, bionics, trust), playing host at the annual Hot Dog Eating Competition, Chili Cook-Off and the first ever Sales Kick-Off. I was also the Chief Creative of BWAMP.ME and CTO/Founder of the FruitShoppe (the company's demo site).

Ionic Security

Senior Designer: UI Engineering

March 2014 – May 2015

In my time at Ionic Security, I oversaw all visual, experience and interface design for our Data Policy web app. Working closely with developers, I crafted extensible UI patterns and functional style guides to expedite our migration from a proprietary UI framework to AngularJS (learning a ton of Javascript along the way).

Looxii

Co-Founder

May 2009 – Dec. 2013

Looxii was founded as part of the founding class of Atlanta's Shotgun Ventures. My partner and I raised a small seed round and built a social media analytics platform. I was responsible for product design, client engineering, business development and marketing. We were two employees until our acquisition by BLINQ Media in Nov. 2011. At that point I assumed the title of Senior Engineer: UI and Data Visualizations and oversaw the slow, lawyerly demise of our software as a service.