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THOMAS MEIMARIDES

★ Product, UX & UI Designer

[may-mar-ee-deez]

I'm a designer with over 10 years of experience in designing [products](#), [user experiences](#) and [user interfaces](#). I love solving challenging problems through design and collaboration.

EXPERIENCE

Since 2012

Director of User Experience – Axial: New York, NY

Prior titles: Lead UX/UI Designer; UX/UI Designer

I am directly shaping Axial's SaaS products through UX and UI design direction by working directly with the product, development, and leadership teams, CEO and customers to determine roadmap, priorities, business goals and career goals. I have directly contributed to all aspects of product-driven user acquisition and on-boarding, user workflows for all customer segments, product architecture, visual style-guides, front-end systems, and have designed and introduced new search, data, messaging, account management, and mobile products that have contributed to Axial's sustained network growth of over 110% year over year.

I directly manage the career development of the three person UX team; I strategically hire for the product and engineering teams; I contribute to development of processes & guidelines across UX, Product, and Engineering teams as well as roadmap and backlog prioritization and KPIs; I conduct customer research and define user stories; I design UX flows, wireframes, prototypes, UI style guides and interactions; I lead design critiques, presentations and demos to leadership, stakeholders, colleagues and customers; I contribute to the testing/QA/ technical-implementation during development and release.

Since 2005

Design Consultant

I produce and develop creative solutions and deliverables in Product Design, UX, UI, digital, print, video, and identity systems for a variety of clients including universities, independent entrepreneurs, small businesses, advertising agencies, corporate and non-profit groups.

2011 - 2012

UI/UX, Information, and Visual Design – Bloomberg LP: New York, NY

I designed user experiences and user interfaces for new products and general editorial design for bloomberg.com and businessweek.com. By working alongside product managers, editors, developers, and other stakeholders, I designed editorial sections, page layouts, modules and interfaces for public facing editorial, data and information presentation, and content-management tools.

2010

Interim Senior Designer & Creative Director – Ocozzio, Inc: Augusta, GA

I immediately integrated into workflow processes and with the creative and marketing teams to continue print and web work for clients within established campaign parameters or style guides while the Creative Director was on leave.

2010 - 2005

Creative Director; Sliced Bread: Athens, GA

Prior titles: Art Director, Graphic Designer

I managed design and development teams on all identity, advertising, promotions, print production and collateral, website development, and videography. Working directly with clients, I facilitated design communication and streamlined interactions between client, project manager, designers, developers, and marketing. Prior to being named Creative Director, I collaboratively designed and developed client campaigns, collateral, identity systems, advertising for print, web, and TV media, promotions, websites and interactive media, shot, edited, and processed video, and oversaw all print preproduction and production processes.

PROFICIENCIES

Processes

Product design at all levels: information architecture, user experience workflows, wireframes, prototyping, user research through qualitative & quantitative feedback, visual design, agile development, and user testing.

Software

Sketch, Omnigraffle; Adobe Photoshop, Illustrator, InDesign, After Effects; print pre-press production; HTML, CSS, WordPress, basic PHP & Javascript; Motion, Final Cut Pro, DVD Studio Pro.

Supplemental

Mobile & web prototyping, InVision, git, JIRA, confluence, Axure, Pixate, Mac OS X and Windows platforms, Information Architecture, HTML-email platforms, the Bloomberg Terminal(!), digital photography and manipulation, videography and editing, intaglio and relief printmaking, photo processing and development.