

CHASE DIMICK

Senior Product Designer

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Senior product designer and design leader with 16 years of experience in product strategy, UX/UI design, user research, prototyping, design systems, and cross-functional leadership. Specializes in simplifying complex workflows and technical requirements for consumer, enterprise, and government products across cybersecurity, healthcare, automotive, energy sector, gaming, and defense. Experienced using Figma, Figma Make (AI), and Claude to accelerate concept development, prototyping, documentation, and delivery.

CORE EXPERTISE

Product Strategy | UX Leadership | Research & Testing | Interaction Design | Prototyping | Design Systems | Team Leadership & Mentorship | Figma | Adobe Creative Suite | AI-assisted Workflows

PROFESSIONAL EXPERIENCE

SPHERE | Lead UX Designer

June 2025 - March 2026 | Portland, OR

- Created branding, interactive prototypes, and production software for enterprise cybersecurity products on a platform trusted by 25 major organizations, including Fortune 500 companies, global financial institutions, and U.S. government agencies.
- Built and maintained a scalable design system that established a consistent visual language and accelerated product development.
- Used AI tools, including Figma Make and Claude, to implement designs directly and prototype faster, increasing the development team's velocity and shortening the handoff cycle between design and engineering.
- Partnered with global product and engineering teams to translate complex requirements into clear workflows and production-ready experiences.

Delmock | Senior Product Designer (Contract)

February 2025 - September 2025 | Remote

- Created interactive prototypes and brand identities for two cybersecurity products, translating technical requirements into cohesive product concepts.
- Designed UX and marketing materials for an NCAA football application, supporting product definition and stakeholder presentations.
- Mentored junior developers and designers through product guidance, design critique, and cross-functional collaboration.

IDX, a ZeroFox Company | Lead Designer

March 2016 - February 2024 | Portland, OR

- Led discovery and end-to-end design for a 0-to-1 cybersecurity breach-response platform serving more than 40 million users.
- Managed 3-5 designers and subcontractors while coordinating design delivery with international product and engineering teams.
- Established a shared design system across consumer, enterprise, and internal products to improve quality and consistency.
- Designed the consumer-facing IDX brand and responsive experiences across desktop, mobile, and tablet.

FCA Fiat Chrysler Automobiles | Senior User Experience Designer

December 2014 - December 2015 | Kansas City, MO

- Designed mobile, desktop, wearable, and head-up display experiences spanning 12 automotive brands.
- Partnered with hardware, engineering, QA, and international product teams to align usability and in-vehicle performance.

Cerner Corporation | User Experience Designer

January 2013 - December 2014

- Researched and designed electronic medical record, nursing, mental-health, and NHS pharmacy experiences.
- Translated contextual research and provider insights into workflows, prototypes, and usability tests with clinical and product teams.

Texas Instruments | UI/UX Designer

January 2012 - January 2013 | Dallas, TX

- Designed cross-platform mobile and desktop experiences while balancing user needs, hardware requirements, and implementation constraints.

EARLIER EXPERIENCE

Gearbox Software - Environmental Artist, Borderlands 2 | 2011 - 2012

Southern Methodist University - Indie Game Challenge Project Manager | 2011 - 2012

Halliburton - UI/UX Designer | 2010 - 2011

L-3 Communications - 3D Modeler | 2009 - 2010

Controlled Chaos Media - Environmental Artist | 2009

Trusfaff - Graphic Designer | 2006

EDUCATION

Southern Methodist University - Master of Interactive Technology, Art | 2009

Miami University - Bachelor of Fine Arts, Painting and Illustration | 2005