Colin Henson
Product Design Lead

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PROFESSIONAL SUMMARY

Product Designer specializing in the underlying structure of digital products—data models, relationships, and architectural patterns. Deep experience with design systems, complex SaaS, and multi-platform applications. Technical fluency that strengthens engineering partnerships. Currently building production iOS apps using AI.

CORE COMPETENCIES

- **Leadership:** Team Mentoring, Stakeholder Alignment, Workshop Facilitation, Design Planning
- **Design Expertise:** User-centered Design, Design Thinking, Design Systems, UX Strategy, Interaction Design, Information Architecture, Visual Design, Storytelling
- **Research & Analysis:** UX Research, Usability Testing, Heuristics, Design Reviews
- **Design Execution:** Prototyping, Wireframing, Icon Design, Motion Design
- **AI Prototypes & Production:** Claude Code, Cursor, Windsurf
- **Cross-Platform UX Design:** Web, Mobile, TV Apps, Responsive, SaaS, B2B, B2C

EXPERIENCE

DSGNloop
Sudbury, MA

Independent Product Designer   **Jul 2024 – Present**

- Designed and built BitDek, a production iOS music player with gapless playback, GPU-accelerated visualizations, and comprehensive data architecture
- Developed systematic product design methodology using AI agents for engineering:
  vision documentation → phased planning → iterative implementation
- Technical scope: SwiftData models, Swift 6 concurrency patterns, Metal rendering, AVAudioEngine integration

Brightcove
Boston, MA

Director of Product Design   Feb 2023 – Jan 2024

Led global product design and design operations for a leading video streaming technology platform serving Fortune 1000 companies.

- Managed 8+ designers across the globe (Mexico, Portugal, England, and the US) who delivered designs for digital products serving customers in media, marketing, and internal communication
- Directed UX, including redesign of core product functionality for video search, filtering, roles, and permissions while overseeing the design of new product offers like EPG scheduling
- Spearheaded the launch of a qualitative UX research program that gathers valuable insights from customers

Senior Manager, Product Design   Aug 2022 – Feb 2023

Supervised six product designers, establishing cohesive design processes and workflows.

- Mentored and coached designers in UX research, design execution, project planning, and effective collaboration with stakeholders and customers
- Reimagined the design process by integrating Jira, fostering a culture of transparency and accountability; the new approach utilized daily by 8+ design team members

Principal Product Designer   Jan 2022 – Aug 2022

Drove design innovation for Brightcove's flagship products while building a scalable design system.

- Led design for the most used Brightcove Studio module, the Media module; produced storyboards, user flows, designs, prototypes, and presentations for the launch of Marketing Studio
- Product owner for the design system that unified 5+ products; oversaw the design roadmap, created style and component designs, managed participation from the design team, and organized design system governance

Staff Product Designer   Nov 2021 – Jan 2022

Led Design for Brightcove's Marketing Studio media module.

- Ran design workshops, conducted usability tests, moderated customer interviews, and coached other designers on these methodologies, ensuring that products met customer needs

Senior UX Designer   Dec 2019 – Nov 2021

Established the foundation for Brightcove's design system and provided design direction for Brightcove's Beacon Studio media module.

- Led design for the most used Brightcove Studio module, the Media module; produced storyboards, user flows, designs, prototypes, and presentations for the launch of Beacon Studio
- Product owner for the design system that unified 5+ products; oversaw the design roadmap, created style and component designs, managed participation from the design team, and organized design system governance
- Ran design workshops, conducted usability tests, moderated customer interviews, and coached other designers on these methodologies

UX/UI Design Director   Jul 2012 – Dec 2019

- Led a small design team in Brightcove's Global Services department; designed unique customer solutions from admin UI to consumer-facing OTT apps serving over two million viewers on iOS, Android, websites, Apple TV, Fire TV, Roku, Android TV, and Smart TVs
- Conducted stakeholder interviews, workshops, design discussions, and client presentations with 50+ customers
- Clients: Al Jazeera, GE, Boeing, Lightbox, The Met Opera, Discovery, HBO Asia, Lowes, Home Depot, Reelz, FFT (The French Open), and Mary Kay

Freelance/Consulting
Somerville, MA

UX/UI Designer   **Nov 2010 – Jul 2012**

- Clients included Brightcove, HealthTalker, CMG, Six Red Marbles, Life is Good

Cramer
Norwood, MA

Interactive Art Director   **Mar 2000 – Nov 2010**

- Clients: Serono, New England Journal of Medicine, E3 Expo/ESA, Price Waterhouse Coopers, Comcast, CVS, Gillette, Bayer, Abbott, Forrester

EDUCATION

Rhode Island School of Design
Bachelor of Fine Arts
European Honors Program, Rome Italy

CERTIFICATION

AI x Design Thinking Workshop Series
IDEO
Issued Feb 2025

TOOLS & TECHNOLOGIES

- **Design Tools:** Figma, Sketch, FigJam, Miro, Zeplin, Jira, Adobe Creative Suite, TryMyUI, UserTesting.com, Lottie
- **Technical Knowledge:** HTML, CSS, Sass, Basic JavaScript

RECOGNITION

**Apple Store App of the Day for
"Met Opera on Demand"**
Nov 2017

MITX/MIMC Awards
X4 winner, x5 finalist
Nov 2002 – Nov 2008