Michael Kemper

Product Design & Strategy Leader
New York & San Francisco

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For over 25 years I have been thriving as a technology professional practicing Product Design & Experience-led Growth. I have extensive experience in strategy and leadership roles with an emphasis on cross-functional collaboration and leading high-performing teams. Additionally, I have deep expertise in customer co-creation, UX/CX design, and a solid understanding of product and design workflows.

Projects I am proud of:
Zelle Payments
Adobe Kuler
AT&T U-verse
Computer History Museum
Whil
Village Voice

Patents
[USD582937](USD582937), *Issued Dec 16,2008*
[USD582938](USD582938), *Issued Mar 7, 2008*
[USD614646](USD614646), *Issued Mar 7, 2008*
[USD583387](USD583387), *Issued Mar 7, 2008*

Publications
Communication Arts
2007 Interactive Annual

AdvancED Flash Interface Design
Apress 2006

Adobe
Head of Design, Digital Strategy Group
July 2018 - April 2025 (6 years 9 months)
Strategic leadership role for Adobe's Digital Strategy Group. Key customer-facing contributor to scaling DX business from $2.3B to $5.5B ARR in 6 years. Directly contributed to over $300M in net new revenue annually. Budget responsibilities in excess of $4M annually.

Early Warning®
Head of Product Design - Zelle
April 2017 - April 2018 (1 year 1 month)
Leadership role on the team that brought the largest and most secure P2P payment platform in the United States to market (80M members / $75B P2P in Year 1).

Whil Concepts
Head of Product Design
February 2016 - February 2017 (1 year 1 month)
During my time at Whil Concepts, I led a complete rebrand and platform redesign, made introductions to potential partners to aide business development and helped hire and train a new team of production folks. Whil was acquired by Rethink Care.

AVANT, LLC
Managing Director / Founder / CEO
October 2008 - July 2017 (8 years 10 months)
Award-winning global full-service design, strategy and technology studio specializing in digital, brand and interactive storytelling. In addition to client work, I commi ed my team to one "big bet" innovation each year that would disrupt industry and establish passive income and/or a ract additional investment. Although none of our MVPs made it to market as long-term sustainable businesses, some did generate revenue and get further investment - all of them were a lot of hard work and fun.

pixelSessions
Investor, Founder + Partner
February 2009 - February 2012 (3 years 1 month)
pixelSessions was a San Francisco based event focused on bringing together creative technologists of all types.

Academy of Art University
Graduate Studies Instructor
January 2007 - January 2010 (3 years 1 month)
Instructor at the Academy of Art San Francisco's School of Digital Arts + Communications MFA program.

Flashforward Conference & Film Festival
Artistic Director
Mar 2008 - Jan 2009 (11 months)
At the time Flashforward was the longest-running, largest gathering of rich digital experience designers and developers on the planet. A chance for intensive education from industry leaders, a place to gain inspiration from those pushing the limits, a community of peers, and an opportunity to network with top suppliers.

Metaliq
Director, User Experience
Dec 2004 - Dec 2008 (4 yrs 1 months)
I directed an award-winning team of extremely passionate and talented creative and technology professionals. We produced software, RIA's, identity systems, motion graphics, print design and industry events.

23airmail
Design Director
2002 - Aug 2005 (3 yrs 8 months)
Responsible for every type of design-based project produced by the creative and development teams. During my time at 23airmail I led and mentored the creative team through mergers with a direct marketing company and a media placement company. I also trained the design staff to produce work with an application development team as well as helped recruit our team of developers.

OneStepBeyond, Inc
Director, Product Design
Jan 2001 to Jan 2002 (1 yr 1 month)
Developed a branded user experience for the company's flagship product and supporting interfaces. Redesigned the company logo, corporate identity and online/offline marketing materials.

IXL Interactive Agency (Now Publicis Groupe)
Senior Designer
Jan 1999 - Jan 2001 (2 yrs 1 month)
Developed interactive solutions and marketing programs for .coms and national brands. These solutions included identity and brand development, web/e-commerce, web development and online advertising. I also created iXL's sales presentations.