

Aaron Shekey

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Summary

I help design and create things like startups, websites, apps, songs, and records while sitting right between design and engineering. Nice to meet you!

Experience

 **ngrok** August 2023—
Principal Product Designer

Shipping new features like our traffic inspector, and new getting-started workflows. Redesigned their documentation while building a new design system.

 **Boox** May 2022—May 2023
Director of UX

Cleaned up all things front-end while building out their end-to-end user experience. Shipped a new marketing website.

 **Stack Overflow** April 2017—April 2022
Principal Product Designer, Design Systems

Shipped a ton of features on Stack Overflow before transitioning to designing, building, and assembling a team to create Stack Overflow's design system Stacks.

 **GitHub** March 2015—November 2016
Senior Product Designer

Pitched and designed features to help improve GitHub's product, most notably code review, file uploads, markdown toolbar, and octicons.

 **Hum** January 2013—
Co-founder

Designed, built, and assembled a team around the world's best app for songwriting. Featured as a Best New App by Apple.

 **Adobe** March 2011—March 2015
Senior Product Designer

Conceived of Adobe Edge Reflow and designed the entire experience from sketches to final production assets.

Concepted and designed the iPhone version of the Adobe Content Viewer while working directly with publishing clients Condé Nast, Hearst, and Bonnier.

 **Seventh Sin** May 2008—February 2011
Senior Designer

Led a team of designers while planning, concepting, and often developing rich interactive and mobile experiences.

Worked with Target, JCPenney, Scion, AIGA, Rhymesayers, Health Partners, and Minnesota Timberwolves.

Education

2008
University of Minnesota Twin Cities
Bachelor of science in Graphic Design

Patents

2012
Responsive document breakpoints systems and methods
US9548042B2

2013
Color selection interface
US9147378B2

Skills

Product
Concept & strategy
Product roadmap
Feature design
Design systems
Cross-organization collaboration
UI / UX
Information architecture
User experience
User advocacy
Graphic design
Illustration
User flows
Wireframing
Visual design
Layout & Typography
Tech & Development
HTML, CSS, JavaScript, Svelte, Vue, Angular, React
Objective-C, Swift
Rails, PHP, .NET
Git-based workflows
Software
Adobe Creative Suite
Figma
Affinity Suite
Final Cut

Selected Press

The New Yorker, September 7, 2015
Writing by Omission
John McPhee mentions my blog post "It's What You Leave Out" to my complete dismay.

StarTribune, January 28, 2014
Minneapolis musicians build buzz on Hum, a new songwriting app
Chris Riemenschneider interviewed me and Joseph about Hum.

City Pages, January 24, 2014
Hum: The ultimate smartphone app for songwriters?
Erik Thompson was kind enough to feature Hum on City Pages.

UMN College of Design > Fall 2014
Things that make you go Hum...
I was featured in the University of Minnesota's alumni magazine.

Forbes, February 14, 2013
Adobe Releases New HTML5 Edge Reflow For Responsive Web Designers
"None of these tools design the site for you... but they sure make the multi-screen design process a lot more accessible to a lot more designers. Someone deserves to be knighted for that!" Hey, they're talking about me!