



Colby Grenier

Design Leadership

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EXPERIENCE

Head of Global Services // *Wayfair*

2018-2021

Directing Wayfair's centralized design system, design operations, accessibility and internal tools teams via multi-year multi-platform product strategy. Orchestrating content, design, research, and operational efforts to deliver the frameworks, capabilities, and tools necessary to scale productivity, quality, and innovation across a 3000+ person product org. Developing Experience Design's career growth framework, competency model, mentorship program, and community of practice network. Owning the strategic procurement, program management, and integration points for all design collaboration tools and platforms.

Art Director // *Harmonix Music Systems*

2015-2018

Delivering top-tier virtual reality, console, and mobile games through creative direction, project scoping, and personnel management of multidisciplinary development teams. Facilitated the problem space definition, roadmap development, sprint rituals, and stakeholder management for multiple concurrent product teams. Established organization-wide hiring processes, candidate experience, and new hire onboarding programs.

Principal UX/UI Designer // *Harmonix Music Systems*

2011-2015

Led and managed cross-functional teams in the design and development of user-centered experiences for various AAA video game franchises. Responsible for the full lifecycle of all navigation and real-time feedback systems, from information architecture, user flows, wireframes, high fidelity concepts, and functional prototypes through to final technical implementation. Created the visual language and design system for the studio's proprietary game engine and internal toolchain.

Senior Web Developer // *Harmonix Music Systems*

2007-2011

Led user experience, visual design, and full-stack development for multiple award-winning social- and marketing-focused web initiatives. Architected custom content management solutions, defined content strategy, owned site deployment, and helped foster an intensely loyal online community.

Interactive Designer & Developer // *CaseSight*

2005-2007

Senior Media Developer // *Xplana Learning*

2004-2005

EDUCATION

Bachelor of Fine Arts

Interaction & Game Design

Savannah College of Art & Design // 2003

ENGAGEMENTS

Abstract Enterprise Roundtable // 2021

Miro SKO // 2020

Boston Post-Mortem // 2018

RECOGNITION

Webby Winner // 2020, 2019 & 2010

iOS App of the Year // 2011

Game of the Year Nominee // 2017 & 2015

Webby Nominee // 2009 & 2008

EXPERTISE

Photoshop, Illustrator, AfterEffects, Animate, XD, Sketch, Figma, HTML, CSS, Javascript