

dane m. howard

Introduction

Dane is a design leader & entrepreneur. As a creative generator, he designs momentum for world class products, services and brands.

He has built, grown & led teams for both start-ups and big companies. He also co-founded a start-up which was acquired by eBay. He loves to mine the experience potential in companies, and is a humble leader driven by purpose.

Dane has worked on an international scale with CEO's and Product leadership. He has played a principle design and leadership role in developing key strategies for Microsoft, BMW, Major League Baseball, Scient, Quokka Sports, NBCOlympics, Alias/Wavefront, eBay and Trov. He has global experience in design, brand and marketing which garnered several prestigious awards.

Dane believes that stories build in strength with re-telling. Product stories become the reason we all move forward together.

He co-founded VUVOX in 2006, which was acquired in 2008 by eBay. Dane is an author, speaker, photographer, designer, and father. He is the author of 'The Future of Memories' and advisor to 'standbeautiful.me', an anti-bullying movement promoting the acceptance of self and others.

Dane frequently speaks on design & culture transformation.

Experience

Chief Experience Officer, Trov Inc.

(Aug 2015 – Present)

Global Head of Design, Product & Marketing for Trov, the world's first on-demand insurance for single items. (trov.com). Helped grow the company from 30-110 employees and over \$300m in value creation.

- Responsible for product design & strategy across iOS, Android and web platforms.
- Successfully launched product in AU, UK, and impending 2018 launch in US.
- Responsible for Marketing, PR & Communications for the company.
- Rewarded prestigious Design awards From 2016-2017 including: Core 77, Clio, D&AD

Director, Global Brand Experience & Design, eBay Inc.

(Jan 2013 – Apr 2015)

Culture: Responsible for leading the company-wide effort for cultural change for ebay inc. across all of ebay's design teams. Appointed by the CEO to work with John Maeda on a four-pillar initiative to activate design, grow community and build a strong talent pipeline. A company-wide POV on design was led and launched at: ebay.com/design, and is now a [case study](#) at the Stanford Graduate School of Business.

Brand: Responsible to translate business objectives into compelling visual stories and experiences across multiple mediums and environments across the eBay inc. portfolio.

Director, Verticals & PreVIZ Design, eBay Marketplaces

(Oct 2008 – Jan 2013)

eBay Mobile (2008-2009)

One of First UX designers on eBay Mobile – Responsible to Design & Manage the UX for initial iPhone & iPad releases. Grew the design/UX team through explosive growth and over \$2B in GMV.

Verticals: Manage & Mentor the Design teams across eBay's vertical businesses:

- Fashion.ebay.com
- Motors.ebay.com
- Tech & Electronics
- Home & Garden

PreVIZ - Lead & Grow a new Pre-Visualization Design practice for eBay. Through proactive design labs & workshops, responsible to lead eBay product groups through a process of solving business problems by visualizing them.

Successfully completed 53 PreVIZ projects across the company across M&A, HR and several product teams.

VUVOX - principal & founder. Chief Product Officer

(May 2006 – January 2011) - Acquired by eBay, June 2008.

VUVOX was a media creation and sharing platform.

Successfully raised seed capital and built product team. Designed, built & managed VUVOX.com, brand, product & partnerships.

Successfully positioned company for acquisition in June 2008.

Microsoft Corporation

(October 2001 – April 2006)

UX Design Lead, Mobile & Embedded Devices

Microsoft Mobile Division, Redmond, WA

Team leader for 'Connected' Experiences & Media

Design Manager, Smart Personal Objects Technology (SPOT)

October 2001 - Jan 2005. Microsoft Research, WA

Built and led a cross-disciplinary team of designers responsible for a new set of mobile Microsoft Products. Led the design of the entire business of SPOT including product development, marketing, industrial design and business development.

- Inventor, 8 Patents in User interface & software architecture
- Inventor, 4 Patents in Mechanical & Industrial Design

Author: Sharing Digital Photos: The Future of Memories.

Wrote & designed a 240 page book about the 'Future' of Photography and memory making for digital cameras.

- Microsoft Press. Feb. 2003, Peachpit Press. Feb 2006

BMW Designworks/USA - Advanced Communications Group

(Aug 2001- October 2001)

Interior - Responsible to design and manage project prototypes and ongoing iterations for the Advanced Communications Group. Provide subject-matter expertise for specific information design and application development.

Scient Corporation - Director, Design

(March 2000 — April 2001)

Major League Baseball (mlb.com)- Led the core design team to deliver a common brand and technology platform for the entire league of baseball, including the re-architecture of 30 individual team sites and the league's online portal. The resulting engagement created a new business for Major League Baseball. The resulting company, MLB Advanced Media was to handle all Digital assets for the league of baseball.

Quokka Sports - Design manager of NBC | Quokka Ventures

(Feb 1999 - March 2000)

Responsible to manage & lead the design and production teams throughout the entire design and architect phase of the project. Successfully built 36 authoritative destination sites for all sport disciplines of the 2000 Summer Olympic Games in Sydney.

- Directed and maintained overall design integrity and feel of the site.
- Oversaw all narrative "Features" and sport visualizations.
- Designed and built a successful NBC Olympics brand.
- Successfully coordinated with sports producers to improve the narrative approach of the site.

7th Level/Learn2.com - Director of Creative Services

(April 1998 - Nov 1998)

Successfully re-directed the company's corporate identity and technology from entertainment and games to a useful set of Internet tools, products, and services. Provided creative direction and implementation of all custom solutions for 7th Level clients and partners.

Pulse Entertainment - Lead Designer, Creative R&D

(April 1995 - April 1998)

Founding member of Pulse Entertainment. Led the design group in the development of all prototyping and pre-production for entertainment titles and presentations. All material printed, published, or broadcast was the responsibility of the lead designer.

Alias | Wavefront - Authorized Master Trainer

(January 1992 - August 1998)

Education

Art Center College of Design.

1992-1994 - Pasadena, CA

- **BFA program in Graphic / Interactive Design. Emphasis in Sequential Media.**

Westmont College.

1990-1992 - Santa Barbara, California.

- **BFA program, Fine Art.**

Volunteer

- 2nd Vice President, Board of Directors, Museums of Los Gatos

(March 2010 – Dec 2012)

Member of board of Directors & Executive committee, Museums of Los Gatos.

Advisor on technical matters of membership acquisition & online marketing and communication. Successfully grew membership 30% through online promotions & use of social networking capabilities. Responsible for rebuilding the online presence to enable staff better publishing capabilities. Integrated Paypal for online donations.

Responsible to locate & hire new Executive Director for the Museum.

Portfolio

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Contact

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References

Available upon request