

# LINDSAY BEACH

Experienced Product Designer + Educator

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## WORK EXPERIENCE

### SNOWFLAKE

Staff Product Designer | May 2022 - Current

Product Designer for Data Engineering experiences across the entire Snowflake platform. Focusing on enabling customer experiences to ingest, build, test, deploy, and monitor Snowflake engineering objects and pipelines. Responsible for increasing Data Engineer adoption.

### GOOGLE

Senior Staff UX Design Manager | Jul 2021 - Apr 2022

Product Design Manager for Cloud Security and Policy products at Google Cloud Platform. Managing UX Designers focused on the Zero Trust and Policy Intelligence portfolio, including Beyond Corp Enterprise, a key revenue source and key strategic initiative for GCP.

### TABLEAU

Senior UX Design Manager | Aug 2017 - Jun 2021

Product Design Manager and Senior UX Designer for entire Data Management and Data Preparation product offerings at Tableau. Managing UX and Visual Designers focused on Tableau Prep (launched April 2018), Tableau Prep Conductor (launched February 2019), Tableau Catalog (launched June 2019), Tableau Extensions Gallery (launched July 2018) and more.

### AMAZON (AWS)

Senior Product Designer | Jan 2015 - Aug 2017

Product design lead for Amazon QuickSight, Amazon's Business Intelligence application, and Amazon Web Services. Contributed heavily to the entire product life cycle, from conceptualization to realization and eventually validation, iteration, and evangelization across Amazon and with customers.

### MICROSOFT

Senior UX Designer | Jan 2013 - Sep 2014

Designing data visualization creation experience, creating innovative solutions for multiple environment, such as Power BI and Power View. Focus on utilizing touch to create interactive data visualization experiences, direct data manipulation and exploration. An integral part of a product team that allows users to create interactive and dynamic data visualizations and dashboard solutions in the cloud.

## TEACHING EXPERIENCE

### UNIVERSITY OF WASHINGTON

Adjunct Instructor | 2016 - Current

- Design 536, Interaction Design + Prototyping

### SEATTLE PACIFIC UNIVERSITY

Adjunct Professor | 2015 - 2018

- Design 4201, Interactive Media II (Tablet Design)
- Design 2201, Digital Publishing II (Mobile Design)

### THE OHIO STATE UNIVERSITY

Graduate Teaching Associate | 2009 - 2012

- Design 674, Interactive Media Design for Web Enabled Television
- Design 573, Fundamentals of Multimedia Design
- Design 320, Electronic Media for the Designer
- Design 310, Color Theory and Communication

### NATIONAL UNIVERSITY OF SINGAPORE

Lecturer

- Design 201, Design Foundations: Typography + Color Theory
- Design 301, Design Foundations: Typography + Color Theory

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## EDUCATION

### THE OHIO STATE UNIVERSITY

MFA in Design Research and Development | Sep 2009 - May 2012

### NATIONAL UNIVERSITY OF SINGAPORE

Visiting Scholar | 2010

### UNIVERSITY OF TENNESSEE

BFA in Graphic Design | Sep 1999 - May 2004

## PUBLICATIONS

The Ohio State University | Jun 2012

### **The Interaction of Color in the Context of Electronic Media: Providing a New Platform for Exploratory Learning in the Additive Color Space**

This research is constructed around leveraging applied, professional art practices coupled with emerging technologies to expand the educational experience in the Design classroom. By extending the classic theories of teaching Color Theory, rooted from the Bauhaus School, into a digital and interactive space, students are likely to have a better understanding and appreciation for the interaction of color in the digital space.

International Conference on Engineering and Product Design Education. London, UK | Sep 2011

### **Immersive Learning: Developing an Interactive Touch Screen Learning Module for Children with Autism**

Our project goal was to develop an interactive application that enabled autistic children to practice communication and social interaction. Our interdisciplinary team of graduate students developed a touch screen application that facilitated the learning of word and picture associations. This paper will outline the interdisciplinary process utilized in the creation of this application and the rationale supporting its development. Key to the success of this application was the collaborative make-up of the design team, the duration of our experience, and the collaboration with software engineers, therapists, and autism researchers.

London, UK | Jan 2011

### **Learning Through Touch: A Co-participation Interactive Learning Module for Children with Autism.**

Proceedings from The 13th International Conference on Engineering and Product Design Education.

The Ohio State University | Dec 2009

### **Library Research: The Process Book**

A research project surrounding the current and future uses of academic library spaces. Conducted under the direction of Professor Heike Goeller.