Kim Gladow

KIMGLADOW.COM

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EXPERIENCE

frog
Part of Capgemini
2021 – 2025
Munich

Principal Designer
Collaborated with business and tech teams to turn visionary concepts into smart digital solutions with clear business impact. Worked across a range of industries on consumer, enterprise and AI-driven products. Also helped shape frog's hiring strategy and grow its digital product design practice.

2018 – 2020
2016 – 2017

Senior Interaction Designer
Interaction Designer

Amazon
2015
Seattle

Product Designer (Contractor)
Design and testing of Kindle Enterprise Publishing, Amazon's print-on-demand service for professional ebook publishers.

Tactile
2013 – 2015
Seattle

UX Designer
Worked with the ID team to design and launch several next-gen industrial products, including the latest line of oscilloscopes from Tektronix .

General Assembly
2014
Seattle

UX Instructor
Co-taught an evening course on human-centered design and UX fundamentals. Responsible for lesson planning, lectures and office-hour advising.

Gladow Design
2011 – 2014
San Francisco
& Seattle

Product Designer for startups
Lived the crazy start-up life in SF, freelancing for early-stage companies including Sidecar (IP later acquired by Lyft) and PACT apparel.

Hacker Group
2010
Seattle

UX Design Internship
Supported the design of Hacker's company website and other internal agency initiatives.

SKILLS

Interaction design
AI product design
AI prototyping
Discovery & usability research
Product strategy
Agile product delivery

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People management
Stakeholder management
Workshop facilitation
Storytelling & presenting

EDUCATION

BA in Interaction Design
BA in Journalism

Western Washington University, United States

Graduated 2010