

Chad Currie, Staff Product Designer

Asheville, NC (Remote)

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Experience

Indeed — Remote

Lead UX Designer, AI Sourcing, Jun 2025 – May 2026

Led design for Sourcing Assistant, Indeed's first autonomous AI sourcing agent. Zero-to-one in eight months.

- Shipped the agent now included in Indeed Smart Sourcing Pro, which saves recruiters 7 hours a week and closes roles 30% faster. Candidates it invites are 2.9x more likely to be hired. (Public Indeed data)
- Ran continuous experiments across three production surfaces to calibrate the division of labor between human and agent, chasing trust and match quality before market fit existed.
- Kept a 60-person cross-functional team unblocked from Alpha to GA with end-to-end prototypes, engineering specs, and qualitative studies I ran when research was swamped.
- Built the AI-assisted sprint format that put a working prototype in front of real users in seven days, and the UX quick-start guide the UX Operations team built on.
- Communicated early and often through daily progress videos and weekly office hours, plus vision material senior executives used to pitch the concept at leadership forums.

Lead UX Designer, Monetization, June 2024 – May 2025

Led design for Premium Sponsored Jobs, Indeed's first SMB advertising bundle. Kickoff to MVP in 72 days.

- Shipped the product named in public earnings calls as a primary driver of US revenue growth during a period of declining job postings. Average revenue per job grew 17%, and Premium employers returned 20% more often.
- Drew the high-fidelity vision that blended capabilities owned by eight product groups into one end-to-end flow, the picture each group needed before any of it existed.
- Held open jams and input sessions that brought ICs through VPs across every function. Optional, and well attended, because it was the room where people could be heard while the concept was still wobbly.
- Defined with my product partner how the offering was positioned for sale, shaping the work of senior research, visual design, and content into one narrative.
- Designed the Premium upsell paths and visual brand patterns that became the platform default.

UX Director, SMB Accelerator, Jun 2021 – May 2024

Built and led Indeed's internal UX team for early-stage, cross-org problems the business hadn't yet resourced.

- Led the project chartered by R&D leadership to unify the employer experience across enterprise and small business. It won full executive buy-in and became the groundwork for Indeed's Unified Platform experience, with international teams building their own configurable designs on the framework.
- Piloted a study and vision concept to understand what value props would attract and retain large ATS customers on the Indeed platform. Product leadership used the findings to organize a major new investment.
- Built the practice that let a small team survive ambiguous, failure-intensive work: hiring, onboarding, charter, and cross-team ceremonies that kept people productive through three years of undefined problem spaces.

Slide UX — Remote

Principal UX Consultant, Feb 2019 - Jun 2021

Creative Director, Aug 2015 - Jan 2019

- Led client conversations, shaping product strategy and mapping a path through digital transformation while executing hands-on research and UX design project work myself.
- Shaped sales, marketing, and operations as part of the management team. While the agency grew from 7 to 20 people, I supervised a rotating pod of designers through annual goal-setting and weekly check-ins.

Earlier Career

Smith & Robot — Austin, TX

Founder & Creative Director, Apr 2009 - Jun 2015

My own digital creative agency. I bootstrapped it with two partners into a squad of seven developers and designers. I led all creative and UX work, plus owner duties like sales, marketing, operations, hiring, and cleaning the kitchen.

We specialized in products that needed both engineering sophistication and UX finesse. Clients included Disney, Twitter, Reebok, Jeep, National Instruments, SolarWinds, and Bazaarvoice. We also defined v1 products for startups including Grokker. We wrapped it up after six years and remain friends.

T3 — Austin, TX

Vice President & Group Creative Director, Jan 2008 - Jan 2009

Creative Director, Jan 2006 - Dec 2007

Art Director, Jan 2002 - Jan 2006

An award-winning national agency where I led digital product and marketing teams for Marriott, Universal Studios, Chase, and JCPenney. I joined as a designer on a six-person digital creative team and helped grow it past twenty through new business, hiring, and process design. After becoming Creative Director in Austin, I hired my counterparts in San Francisco and New York and helped T3 grow in those markets.

Skills

A/B Testing, Artificial Intelligence (AI), Conversation Design, Creative Direction, Creative Strategy, Cross-functional Team Leadership, Design Leadership, Design Sprints, Design Systems, Figma (Software), Generative AI, Go-to-Market Strategy, Information Architecture, Monetization, Online Marketplace, Product Design, Product Strategy, Prototyping, Qualitative Research, Stakeholder Management, Usability Testing, User Experience (UX), User Interface Design, User Research, User-centered Design, Visual Design, Visual Storytelling, Zero-to-one

Education

University of Texas at Austin

B.S. Mathematics