Kaushik Panchal

Design Strategy Leadership

Kaushik Panchal is an accomplished user experience design leader, working across mobile, TV, web and print for some of the most notable companies in technology. Collaboration, design thinking, prototyping and leadership are core components of his process. He has held design lead positions at companies including Apple, Yahoo, Method & Intersection, creating intuitive and compelling experiences.

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Skills

Creative team lead
Design management
Service design
Product interface design
New business development
Prototyping
User research

Education

1990 - 1994
Product Design BSc (Honors)
University of Westminster

Oliver Wyman
Senior Creative Director & Head of Design in the Americas   8/2019 -
Leading all design in the specialist studio group inside Oliver Wyman, creating a diverse group of projects including machine learning, financial wellness, healthcare, and economic environmental-climate modeling.

Intersection Senior Design Director   9/2016 - 11/2018
Led and managed a team designing hybrid digital/physical projects that connect devices, data, digital services, and the built environment of cities and districts. Led digital / physical experience strategy and service / product design.

User Experience Director / Consultant   1/10 - 8/16, 12/18 - present
Lead and manage user experience and strategy projects for media clients ranging from Turner, Thomson Reuters, Cablevision and Comcast to health and welless companies including the NBC fitness start-up Radius and leading an MVP proof of concept for remote care for a major musculoskeltal healthcare organization in NYC.

Method Director of User Experience   11/2007 - 11/2009
Led, managed, and developed the user experience team. Led cross-disciplinary teams on large-scale projects for organizations including PBS, CNN, and Scholastic. Led the design for many multi-channel content-streaming projects, including PBS's online web and video platforms, and both Time Warner and Comcast's multi-platform on-demand and live TV experiences. Created a set of best practices for design processes and was integral to new business development.

Apple Lead Interaction Designer   7/2006 - 10/2007
Lead Interaction Designer for the online store's interaction design team. Created new UI solutions to launch the first iPhone for sale online by leading across groups and intensively collaborating with the online store executive team.

Yahoo Senior Interaction Designer   8/2004 - 6/2006
Interaction design team lead on projects from SBC Yahoo! Browser to Yahoo! Member Center. Developed first prototypes for Yahoo! TV applications and new strategies for Yahoo! search.

Funny Garbage Senior Interaction Designer   3/2000 - 7/2004
Creative lead and architect on a wide variety of web and interactive TV projects, with clients ranging from Bloomberg.com to the New York School of Visual Arts.

BBC Multimedia Designer   6/1998 - 3/2000
Designed interactive pilots / broadcast services, and was an integral part of the first BBC Wimbledon interactive broadcast.