

JOHN HURR

937.581.6969 / johnhurr@gmail.com / www.johnhurr.com / @jhurr - IG

Product design leader with 19 years of experience in user experience design and 10 years in design leadership, shaping connected products, digital platforms, and multidisciplinary design organizations.

EXPERIENCE

SONOS — Seattle, WA

Director of User Experience | May 2025–Jul 2026
Senior UX Manager | Apr 2022–May 2025

Lead multidisciplinary UX teams across hardware, setup, configuration, and system experiences for the Sonos portfolio. Managed eight designers spanning hardware UX, app design, integrated hardware-software experiences, creative direction, and creative technology.

- Established hardware UX guidelines and system-level interaction principles used to align industrial design, software, engineering, and product teams.
- Directed experience strategy for new listening, setup, troubleshooting, controller, and home-theater concepts across multiple concurrent product programs.
- Reorganized the team around product outcomes, maintaining delivery across the portfolio with approximately 30% fewer people.
- Introduced rapid prototyping and pre-specification modeling practices that reduced some early product-definition work from months to hours.
- Expanded live-system prototyping across three UX teams, enabling teams to test integrated hardware and software experiences before committing to production.

Best Buy — Seattle, WA

Senior UX Manager | Feb 2020–Apr 2022
UX Manager | Sept 2018–Feb 2020

Led a design organization of up to 15 direct reports and two UX managers across junior through principal-level roles.

- Doubled the size of the team, expanded its reach from one product to three, and maintained 100% retention for more than 24 months.
- Built Best Buy's first digital membership platform team, tripled the team's size, and contributed to a 2× increase in customer acquisition and engagement.
- Introduced new design practices and cross-functional working models that improved collaboration across Product, Design, and Engineering.
- Led multi-year experience vision and research efforts that shaped roadmap planning and the company's post-purchase engagement model.

EDUCATION

BFA Graphic Design

Miami University / Oxford, OH

Human Computer Interaction - User Experience Certificate

MIT / CSAIL

PATENTS

US 20160123761 A1

Linear route progress interface
May 2016

US 20150088624 A1

Location-based task and game functionality
March 2015

INRIX — Kirkland, WA

Design Director | Jan 2017–Sep 2018

Design Lead | Jan 2016–Jan 2017

Senior UX Designer | Oct 2012–Jan 2016

Led a team of seven designers across automotive, mobile, and web products.

- Directed UX for an in-car application ecosystem and a global traffic analytics platform used to interpret and share millions of data points.
- Integrated parking capabilities into INRIX mobile products and SDKs, helping grow parking-services revenue 8× in one year.
- Shipped multiple iOS and Android releases that reached five-star ratings in their respective app stores.

UI/UX Designer

Gripwire / Seattle, WA

October 2011 - October 2012

UI/UX Designer

Free & Clear / Seattle, WA

September 2009 - October 2011

Interactive Designer

Pyramid Communications / Seattle, WA

June 2008 – May 2009

Web Designer

Snapvine / Seattle, WA

August 2007 – June 2008

