Sanding down the welds of human-computer interactions.

David Bingham

Always working in the space between. A people-person by nature and endlessly interested in computing's ability to make life authentically better. This starts with finding problems worth solving through human-centric research and understanding of the world, and only then seeing where technology can be applied in support. My career bridges hardware, software, systems, and services across the world working with numerous fascinating people. Within that, a recurring theme arises around complex decision making, knowledge management, and collaboration between people and computing systems. Below is that history broken into eras with connections to the projects, patents, and papers that I have generated.

Also

Studio Bing

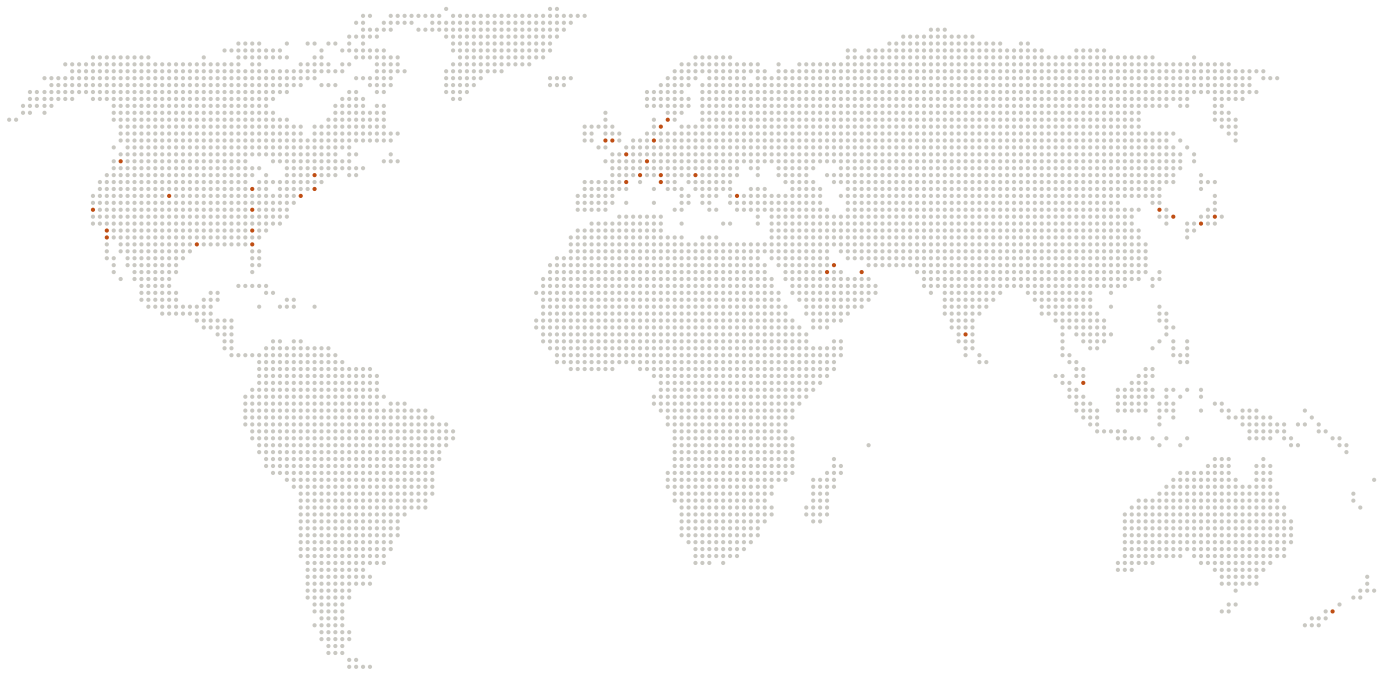
A design studio, a research lab, and a place to explore the intersection of people and technology.

Vans & Houses

You can take the designer out of the shop, but you... NO! I must build and tinker and make things.

Outdoors

Default-mode. If it can be outside, let's go. My motivator and reason for place.



19 countries, worked in person

Canada

Denmark

England

France

Germany

India

Italy
Japan
Malaysia
New Zealand
Saudi Arabia
Serbia
Singapore
South Korea
Sweden
Switzerland
Turkey
United Arab Emirates
United States

2004 – present · Studio Bing

Always be building

Studio Bing is my front door since 2004: Along with my graphic designer wife, we consult on print, interactive, and physical products with self-publishing of personal passion projects. Sometimes busy and sometimes quiet. Loadout: An outdoor logistics application, built with Google services, integrated backlog management, custom skills, and a design system inspired by a WW2 survival manual. Shellface: A native iOS game taking advantage of the full Apple ecosystem to match silly faces with your friends. Occasional commissions, inquire within.

Recreational Living

Doodle People

Positions

Design Partner, founded in Atlanta in 2004; a constant alongside every era since, now in Boulder
Boulder, CO
2004 – present

2023 – present · Schneider Electric

Energy Intelligence™

Hired to lead experience design for the industrial side of energy management: Remote monitoring of assets, power & buildings, and the commissioning experiences system integrators use to bring an electrical system to life. The team grew from 7 to 36 across a dozen offices. From 2024, head of design for Digital Energy; in 2026, defining AI "energy intelligence" across 5 strategic domains.

Positions

Director Experience Design & Head of Design, Digital Energy
Boulder, CO
2024 – present

Director Experience Design, industrial applications and energy management
Boulder, CO
2023 – 2024

Press and talks

2023 Invisible Machines, S2E16, UX Magazine · interview

2021 – 2022 · Beyond.ai

Explainable AI

VP of Product Design at an industrial AI company built on Caltech & JPL technology. I led design globally, hired 6 designers across APAC, EMEA and the Americas, and owned the internal design system. The design problem was making machine advice legible to expert operators in high-stakes settings, so knowledge management and decision explainability was a requirement.
KBOps

Positions

Consulting engagement, Recreational Living, GE Appliances Concurrent
2022

VP, Product Design
Glendale, CA
2021 – 2022

2019 – 2021 · Workday

Unified entry

A deliberate step out of industrial software, into an individual-contributor principal role. I redesigned the Workday Assistant conversational agent, helped build the authoring tool behind it, and crafted a design argument that Assistant be the entry point to everything in Workday, years before agent-based systems. This included rethinking the task inbox and the experience architecture behind omni-channel notifications. A big life change from The Bay to Boulder came with it.
Inbox & Notifications

Positions

Principal User Experience Designer
Boulder, CO
2019 – 2021

2018 – 2019 · GE Digital

Co-innovation

Senior Director of a team of product managers, interaction designers, and research specialists engaging customers alongside GE's strategic partners. We structured a system of design thinking & prototyping techniques to align partners, understand customer needs, and formulate offerings. In the practice's final year the large consultancies came in as co-deliverers, with design, product and engagement management all reporting to me.

Operations Co-Creation

Positions

Senior Director, Co-Innovation
San Ramon, CA
2018 – 2019

2016 – 2018 · GE Digital

Problem architects

Director Experience Design, driving industrial internet engagements with strategic customers in green-field accounts: automotive, heavy equipment, resource management, manufacturing. Design-thinking workshops with C-level leaders, then co-design of the future business with operational experts, at their sites rather than ours. 60+ workshops across 15+ countries, over $100M in influenced bookings. We called ourselves "problem architects" as a complement to the commercial team "solution architects" with whom we worked.

Operations Co-Creation

Positions

Director Experience Design
San Ramon, CA
2016 – 2018

Press and talks

2016 GE Minds & Machines; GE Predix Transform; GE Digital Day Japan, Tokyo · talks

2015 – 2016 · GE Digital

Emerging Verticals

One of 4 founding leads of Emerging Verticals: a general manager, engineering, product, and me on experience design & research. I grew the team from 2 to 7, helped establish relationships with 36 customers, and led design on the first application to ship on Predix, Pitney Bowes Clarity. I presented GE's engagement practices with over 500 executives in Tokyo, at Predix Transform, and at GE's Minds & Machines trade conference.

Operations Co-Creation

Positions

Senior Design Manager
San Ramon, CA
2015 – 2016

Press and talks

2015 IDSA 50th National Conference and district conferences · talk

2013 – 2015 · GE Digital

Big dreams in The Bay

Transferred to San Ramon, California to curate GE's Industrial Internet Design System across all business vertical software. Consultative critiques and on-site research with GE businesses seeded Asset Performance Management, where the patterns and the patents were established; I ran the research, synthesis, storyboarding, personas and prototyping myself. As part of GE's corporate Design Council, I designed the interaction & feedback language of the Cooper Hewitt Museum's Pen.

Asset Performance Management

Cooper Hewitt Pen

Well Insight

GE Design System

Positions

Senior Staff Interaction Designer
San Ramon, CA
2013 – 2015

Press and talks

2015	The Atlantic · the Cooper Hewitt Pen
2014	Sound in Product Design, California College of the Arts · guest lecture with Hugh Dubberly
2014	GE Software & Design Conference · talk
2014	Internet of Things, General Assembly · guest lecture

2011 – 2013 · GE Appliances

Concept & Brand

Extending the connected product experience beyond energy through 2 flagship efforts: A common control strategy across every appliance product line with prototyped electronics, displays, and software interactions, validated on a high-resolution physical simulator. Also, a branded appliance sound language built with Georgia Tech's Sonification Lab and covered by Fast Company and the Wall Street Journal.

Audio Language

Design Dichotomies

Positions

Interaction Design Manager, Concept & Brand
Louisville, KY
2011 – 2013

Press and talks

2012	Wall Street Journal; FastCoDesign · appliance sound design

2008 – 2011 · GE Appliances

Home Energy

The most productive period of my career, seeding a deep interest in energy and water systems. As the "smart grid" emerged I led product design across progressive generations: The touchscreen Home Energy Manager, the Nucleus home hub, and the thermostats, displays and radio enclosures around them. I defined a design language across form, material, color, lighting, audio, & graphics. The work went to utility pilots and to CES in January 2011, with 23 of my 26 inventions filed during this era.

Home Energy

Patents

Positions

Home Energy Design Manager
Louisville, KY
2008 – 2011

Recognition

2011 GE CEO Imagination Award · GE, for the home energy management work

Press and talks

2011 CES; public utilities; TV news · the home energy work shown

2006 – 2008 · GE Appliances

The first interaction designer

Hired into GE Appliance's Industrial Design Operations team as the first interaction designer, responsible for control strategy across every product line and brand. The signature move: 3 simultaneous cooking products on common hardware, navigation and graphics, cutting redundant engineering while making the brands more coherent. I established the embedded-controls design process and began hiring interaction and service designers. The earliest patent priority date happens here.

Positions

Interaction Design Manager
Louisville, KY
2006 – 2008

2004 – 2007 · Georgia Tech

HCI with an ID core

A Master of Industrial Design self-directed toward human-computer interaction and management, with coursework across 4 departments. I taught Introductory Industrial Design for 4 terms, rebuilt the entire syllabus and project structure with the program's director, and advised a senior on HTML & Flash. I founded Studio Bing here, and from 2006 Lenovo's Innovation Design Center retained me to curate design & technology intelligence for their growth into the US market.

Positions

Design & Technology Correspondent, Lenovo Innovation Design Center Concurrent
Beijing
2006 – 2007

Degree

Master of Industrial Design, Georgia Institute of Technology
GPA 4.0
2004 – 2006

Correlating Convergence in Product Design · thesis, advised by Wayne Chung

Coursework

Intro to ID Grad Studies
Wayne Chung

Human-Computer Interaction
Bruce Walker

Human Centered Design
Randy Bernard
Disability Research Paper

Graduate Studio II
Chandan Gokhale
Ubiquitous computing

Introduction to Human-Centered Computing
Elizabeth Mynatt
Human Centered Computing
The History Browser
Seeing the Invisible
Telemedicine Model for Use in Rural Haiti

Special Topics: Information Technology
Chandan Gokhale

Special Problems: graduate teaching mentor
Abir Mullick

Teaching

Special Problems: Research
Advisor
Spring 2006
1 student

Introductory Design II
Instructor
With Walter Hargrove
Spring 2006
40 students

Introductory Design I
Graduate Teaching Assistant
With Christopher Chudek
Fall 2005
41 students

Introductory Design II
Graduate Teaching Assistant
With Mark McJunkin and Christopher Chudek
Spring 2005
39 students

Introductory Design I
Graduate Teaching Assistant
With Mark McJunkin and Christopher Chudek
Fall 2004
44 students

Recognition

2007	Notable D-School Alumni · BusinessWeek
2006	Outstanding Graduate Teaching Assistant · College of Architecture, Georgia Tech, the Introductory Design classes, with Walter Hargrove
2004	Full Teaching Assistantship · Georgia Tech

Press and talks

2006	IDSA Southern District Conference, Atlanta · presented the master's thesis
2005	SIGCHI · presented my group's personal financial manager

2001 – 2004 · Interactive Media Lab

All digital design and distribution

Senior Designer at a Louisville multimedia studio, leading graphic designers, video engineers, and database programmers on large web sites and software for Lexmark, Intel, Yum! Brands and Six Flags. The era's biggest program was Good Days Ahead, a computer-assisted cognitive behavioral therapy application published in 2003 and still distributed. The earliest software in my record is a therapeutic tool for people who are not technologists.

Positions

Senior Designer
Louisville, KY
2001 – 2004

1995 – 2001 · Illinois

Bending the curriculum

Accepted as an electrical engineering student (my father taught electronics), switched to mechanical, then found industrial design. Enamored with the computer interfaces, I bent the program toward interaction design, sensors and the web, in Director, Alias, and Maya 1.0, before the discipline had a name. After graduating I stayed a year as a Technical Specialist teaching software & professional practices, the first appearance of a thread.

Positions

Vice President, IDSA Student Chapter, University of Illinois
Champaign, IL
1998 – 1999

Treasurer, IDSA Student Chapter, University of Illinois
Champaign, IL
1997 – 1998

Technical Specialist, University of Illinois, teaching software and professional practice
Champaign, IL
2000 – 2001

Degree

Bachelor of Fine Arts, Industrial Design, University of Illinois at Urbana-Champaign
GPA 3.5
1995 – 2000

Program

Mechanical Engineering, College of Engineering
Fall 1995 – Spring 1996

Art, general, College of Fine & Applied Arts
Fall 1996 – Spring 1997

Art, industrial design, College of Fine & Applied Arts
Fall 1997 – Spring 2000

Coursework

Design Methods I
Fall 1997

Experimental Visual Techniques I
Fall 1998

Computer Applications in Design I
Fall 1998

Experimental Visual Techniques II
Spring 1999

Computer Design II
Spring 1999

Professional Practice
Fall 1999

Independent Study, Curriculum & Instruction
Fall 1999

Recognition

1999	**International Design Conference Aspen Award**
1999	**Dean's List** · College of Fine & Applied Arts, 4 terms, Fall 1997 to Spring 1999

Practice

Capabilities

Design leadership across commercial, partner, platform and product oorganizations. Discovery research and repeatable playbooks. Ideation through iterative demonstration. Storytelling to C-level, influencing over $100M in SaaS bookings. Hardware & software crossover.

Working skills

Facilitation, sketching, journey mapping, concept diagramming, storyboarding, persona development, lightweight prototyping, AI-augmentation, and writing, writing, writing, writing.

Current tools

Whiteboarding first. VS Code managing Claude and a skill library deployable across projects and models. GitHub hold most design records. Figma kept for design-system components and tokens, but fading in the rearview mirrow. FigJam facilitation but prefer breathing the same air.