

BENJAMIN CHILD

Creative executive with 25+ years experience specializing in brand marketing and corporate design — owning brand systems as governed infrastructure and building the philosophies that help companies scale.

Three IPOs. Three acquisitions. A track record of building brands that scale. For 15+ years I've partnered with C-suite leaders across Marketing, Sales, and Product to drive the creative work that matters — campaigns, product launches, digital experiences, and major events like Adobe MAX and Adobe Summit.

My career is **rooted in the agency world**, designing for DreamWorks, Hallmark Entertainment, and Sony Electronics — work that included Shrek.com, Stuart Little.com, and Spielberg's miniseries Taken.



Quantum Metric | VP, Brand | June 2021–Present

I lead brand strategy, creative, communications, and web with a talented team of designers, content strategists and writers, and developers. Our brand is much more than just a logo, and we strive to create great experiences for customers and prospects at every touch point of their digital journey.



Adobe | Executive Creative Director | Sept 2018–June 2021

I returned to Adobe through the acquisition of Workfront, where I led a Studio team in marketing that included designers and writers. We supported marketing programs as well as sales, customer experience, and executives. We did it all, from brand identity to campaigns, to events, to digital.



Domo | Executive Creative Director | Jan 2014–Sept 2018

I worked directly with the CMO and CEO to drive brand strategy, campaigns, and digital. My team supported field marketing, events, demand and growth, sales enablement, and more. I built and led this team to work through a hyper-growth phase including an IPO. Created Domopalooza, the exclusive conference of 400 people and grew it to over 4,000.



Adobe | Senior Creative Director | Oct 2009–Dec 2013

I was the top lieutenant to the Chief Creative Director, and worked with them to develop the creative direction for different areas across Adobe's new enterprise business. My team developed videos and thoughtful storytelling to help drive the Adobe brand and position is as the brand of choice for CX. My team helped grow Adobe Summit from a 400-person event to over 20,000.



Omniiture | Associate Creative Director | Aug 2005–Oct 2009

I helped develop a world-class brand from the ground up, transforming Omniiture from a start up to a well-known public SaaS company. I managed a talented creative team including the development of Silicon Slopes (website/poster/identity) from inception through the eventual acquisition by Adobe.



Altiris | Sr Interactive Design Lead | June 2002–July 2005

One of Utah's early startup successes, this experience led to an IPO and acquisition with Symantec. I managed the process of interactive design and development for marketing programs/campaigns including the development of Manage Fusion, Altiris' annual user conference.

Proficient skills in Design & Motion: Adobe Creative Cloud, Figma, Cinema 4D

AI & Emerging Tools: Adobe Firefly, Midjourney, Runway, Cursor, ChatGPT, Claude, Gemini

Broad understanding in photography, videography, and leading agency partnerships and high-value production shoots.