

Jonathan Pimento

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I am a product leader and designer with over a decade at Adobe, dedicated to creating tools that empower creatives. I've operated across the spectrum, from stewarding Adobe's flagship products with 20+ years of history to leading 0-to-1 initiatives that transform research into new product lines and business opportunities.

I excel in crafting clear customer narratives, defining and delivering long-term product visions, productizing research, managing teams, and driving cross-functional collaboration. My design and prototyping background gives me a strong storytelling lens, enabling me to translate research, user insights, and business goals into clear, audience-specific narratives. I've also presented at conferences, led workshops, and served as a spokesperson for the products with press and industry analysts.

Experience - Adobe

12 years | San Francisco

– May 2024 **Director Of Product - Generative AI Audio (0-to-1)**

Present I lead generative audio product development at Adobe across Adobe Podcast and Adobe Firefly. I've taken multiple 0→1 research-driven audio initiatives from early model prototypes to shipped products, translating frontier work in speech and music generation into tools that solve concrete creator problems at scale. I helped grow the product to 1M+ MAU, unlock a \$10M ARR business opportunity, and earn TIME's Best Inventions of 2025 recognition. I'm currently, building commercially safe generative music, speech, and sound effects, working closely with research teams to align model development with creator workflows.

– Oct 2023 **Principal Product Manager - Generative AI Imaging (0-to-1)**

May 2024 I led product development for Firefly Image 3 Foundational Model. I collaborated cross-functionally on model evaluations and refinement, while driving feature development that focused on translating the model's generative and editing capabilities into creative workflows like style and composition reference, stylekits, and generative expand that enabled users to provide creative direction while using AI.

– Jan 2023 **Group Product Manager - Collaboration (Platform)**

Nov 2023 I led a team focused on customer needs around teamwork & collaboration. Delivered on roadmaps to expand Adobe's collaboration ecosystem powering shared assets and cloud storage for 2+ million active users, aligning with key business priorities such as user retention, reducing cloud costs and driving revenue growth.

– Jul 2020 **Group Product Manager - Product Design & Prototyping**

Jan 2023 I led a team driving initiatives that empowered more than a million creatives to bring their ideas to life at scale using Adobe XD - a screen design and prototyping tool. Spearheaded key initiatives like prototyping, design systems, performance, and customer engagement.

– Jul 2016 **PM, Senior Product Manager - Interactive Prototyping**

Jun 2020 I defined and delivered Adobe XD's market-defining prototyping roadmap that democratized creating interactive experiences with animation, voice, and motion. Partnered with engineering to build a cross-platform rendering stack to support interactive prototypes.

– Sep 2013 **UX Designer - Web Platform & Authoring**

Jun 2016 I was the lead designer for Adobe's flagship web design apps including Dreamweaver, Brackets, Edge Inspect and Preview. Partnered with engineering and product to design authoring tools for developers to create web experiences visually.

Education

Bachelor Of Computer Engineering

University Of Mumbai