

Rose Barfield

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Eedverbonkaai 38 102,
9000, Gent

I help technical products succeed! Whether it's leading multiple cross-team projects, 3D and 2D Drafting, facilitating cross-team collaboration, working with LLMs, or producing clear technical documentation, you're in safe hands. I lead through a balanced mediator/delegator approach that unites teams and supports people, so they can do their best work.

Skills

CAD	Management	Software & Coding
AutoCAD	Project Management	AutoLISP
BricsCAD	Beta Program	Excel
CAD (various software)	Product Management	DIESEL/Macros
Dynamic Blocks	QA	Power BI
3D Modeling	Technical	Code Architecture
Isometric	Technical Writing	GitHub Version Control
Assembly/Disassembly	Scrum/Agile	LLM and AI Training
Parametrics	UX Writing	XML, HTML, CSS,
Electrical Diagrams	User Research	
3D Printing		

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Employment

Product Owner - Bricsys (BricsCAD)

Oct 2018-Jul 2025 - Gent, BE

Career progression, from technical content creator, to UX Researcher and finally Product Owner. I managed multiple cross-team projects and used CAD daily.

Key Responsibilities:

- Managed the conversion of the UI, improving performance and UX
- Lead the data team acting as the driving force for data-driven decisions in the company
- Ran the LLM-based chatbot assistant project to reduce support tickets and improve user onboarding
- First to implement UI/UX research, feedback and testing at Bricsys.
- Created detailed technical content, including user guides, tutorials, release notes, and internal documentation.
- Provided ongoing CAD and industry expertise to support development decisions.
- Acted as the “translator” between stakeholders, users, management and developers.
- Built and managed a beta testing program, from the ground up, including onboarding, training, and community engagement for CAD users worldwide

- Located, sourced and managed a global influencer program increasing brand visibility and awareness.
- Held in-person training sessions for staff.
- Hands on coding (AutoLISP, DISEL, XML, HTML, C++, and GitHub)

Technical Illustrator - CMI Defense

Aug 2016-Sep 2018 - Liege, BE

Working for an international defense company, creating 2D Isometric assembly/disassembly instructional diagrams and electrical diagrams for tank turrets (guns).

Key Responsibilities:

- Training and support of new staff
- Illustration quality control
- Regular visits to the factory floor
- Working to strict, military standards

Technical Illustrator - Boeing

Oct 2014-Aug 2016 - WelwynGarden City, UK

I worked as a technical illustrator for Boeing, creating 2D Isometric repair manuals for Boeing aircraft, including but not limited to the 737 and 747 models. Working from 3D engineering models, technical authoring drafts and scans of legacy ink drawings.

Key Responsibilities:

- 2D assembly/disassembly isometric drawings
- Electrical wiring diagrams
- Aviation standards

Technical Illustrator & Documentation Writer – Morgan Motors

May 2013-Sep 2014 - Malvern, UK

I worked as a technical illustrator and technical documentation writer for Morgan Motors creating the repair manuals for the full suite of Morgan Motor cars, the user's manuals and other technical content.

Key Responsibilities:

- 2D assembly/disassembly isometric drawings
- Instructional documentation
- Electrical wiring diagrams
- Graphic design for advertising
- Daily visits to the factory floor

Additional Information

Languages

English (native)
Dutch (Advanced)
French (Conversational)

Visa status

Joint Belgian and British Citizen

Education

Industrial Design, Product BSc
Coventry University - May 2013

Hobbies and Interests

I play guitar and drums, and enjoy both rock music and climbing. I'm also a true geek, I play DnD and love Sci-Fi.