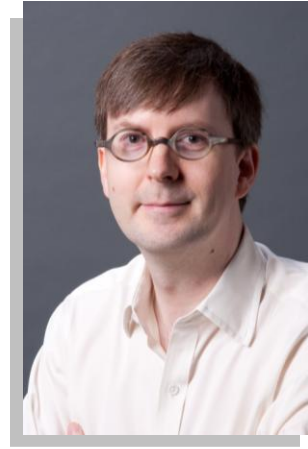


# Executive Profile

Kevin Lynch  
Chief Technology Officer  
Adobe Systems Incorporated

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As chief technology officer, Kevin Lynch is responsible for shaping Adobe's long-term technology vision and driving innovation across the company, fueled by Adobe's mission to revolutionize how people engage with ideas and information. He oversees the company's advanced technology labs and experience design team, leveraging their talent and expertise to identify and pursue new research and technology initiatives. Lynch also has responsibility for Adobe's shared technologies across business units.

Prior to being named CTO in 2008, Lynch served as senior vice president and chief software architect for Adobe's Platform Business Unit. Lynch joined Adobe through the company's 2005 acquisition of Macromedia, Inc., where he served as chief software architect and president of product development. He established the company's mobile and devices group and served as general manager of the web publishing group. Lynch also led the creation of Macromedia® Dreamweaver®, a leading web development product.

Before joining Macromedia in 1996, Lynch worked for General Magic, where he pioneered a navigational user interface for handheld communicators. Previously, he designed the user interface and developed the first Macintosh release of FrameMaker® software for Frame Technology, later acquired by Adobe. While at the University of Illinois, Lynch developed early Macintosh applications, including a desktop publishing program that introduced user interface elements in common use today. Lynch studied interactive computer graphics at the University of Illinois, working with artists and engineers in the Electronic Visualization Laboratory.

Adobe revolutionizes how the world engages with ideas and information – anytime, anywhere and through any medium. For more information, visit [www.adobe.com](http://www.adobe.com).

