

# Executive Profile



**Kevin Lynch**  
**Senior Vice President, Platform Business Unit and**  
**Chief Software Architect**  
**Adobe Systems Incorporated**

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As senior vice president and chief software architect, Kevin Lynch leads Adobe's Platform Business Unit, which is focused on advancing the company's software platform for the creation and delivery of engaging applications and content to any desktop or device. Lynch is responsible for the company's ubiquitous Portable Document Format (PDF), Adobe® Reader®, Adobe Flash® Player, and the new cross-operating system application runtime code-named "Apollo", as well as alignment of Adobe's servers and tools with the company's technology platform. Lynch also oversees Adobe's developer relations program, including the integration of customers and partners in the development process through Adobe Labs and customer advisory councils.

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 headed up the creation of the company's mobile and devices group, and served as general manager of the web publishing group. Lynch also oversaw the initial development 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 holds three patents with others currently pending, and he is actively involved in Adobe's international standards efforts with organizations such as the W3C, ECMA and ISO. In 2003, he was named one of CRN's "Top 25 Innovators," and was honored as one of the "First Annual Web Innovators" by CNET in 1998. Lynch studied interactive computer graphics at the University of Illinois, working with artists and engineers in the Electronic Visualization Laboratory.

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