

Brian E. Mallen

UX/UI Designer



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Summary

Former small business executive turned designer. I focused on crafting better user experiences through problem-solving and detailed analysis. I can take an idea from concept to full product using my full array of design skills. I'm a nerd for color theory and accessibility.

Experience

Product Design Lead

Nada Inc.

08/2022 - Present

At Nada, I have a significant impact on a growing fintech app. I work directly with key stakeholders to understand their goals while utilizing user research and testing to set best practices for the user's experience. Working at a start-up means you tend to wear many different hats. For example, I am responsible for product management and ownership, marketing materials, web development, and more.

UX/UI Designer

Jahnel Group

12/2020 - 08/2022

As part of this software development company, I work on a variety of projects and teams. For some projects, I work as part of the discovery team at the ground level. We work with key stakeholders to define the product, the brand, and its path forward. Following discovery, we continue through to design and development. For other projects I come in as a supplemental resource, acting as a full member of the product team.

UX/UI Designer

LovetoKnow Media

10/2020 - 05/2021

I was the sole designer working on the GolfLink Brand of LoveToKnow Media. It was a small team consisting of the general manager, product manager, QA and Engineering teams, and significant input from the CEO. Working with this team, we identified and prioritized design opportunities. My biggest accomplishment was refining the brand's digital design system and component library.

UI/UX Designer

PlateRate

06/2020 - 12/2020

I worked as a part of the design team using Scrum framework to help with the product's redesign. I created and implemented the design system, as well as contributed to the visual design. My responsibilities also included user research, competitive analysis, and user testing.

Product Design Apprentice

Bloc by Thinkful

09/2019 - 04/2020

The focus during my time at bloc was UX Research, Visual Design, and Front-End Development. I completed over 500 hours of project-based work under the mentorship of senior design professionals.

Skills

Design

User Research, Design & Content Strategy, User Interface, Web & Mobile Design, User Stories & Flows, Prototyping, User Testing, Wireframing, Mockups, Branding

Software

Figma, Photoshop, Illustrator, InDesign, XD, Sketch, Invision, Git/Github, Jira, Wrike, Monday, Firebase

Interpersonal

Leadership, Teamwork, Problem Solving, Adaptability, Communication, Conflict Resolution, Autonomy

Education

Bloc

Product Design Apprenticeship
2020

Rutgers University

Bachelors of Sociology
2012