

Martin Brutvan

Design Technologist

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SUMMARY

Detail-oriented design technologist with over 25 years experience in visual design, UX design, front-end development, accessibility, and project planning for desktop and mobile web applications. Optimistic, agile and able to work seamlessly across both design and engineering teams.

EXPERIENCE

Design Technologist

New York Public Library
Feb 2021 - Present

- Oversee and contribute to the planning, visual design, and development of the NYPL design system.
- Evolve and manage product roadmap of the NYPL design system to provide clarity, vision, and motivation for teams involved in the visual design and development of the system.
- Conduct Agile ceremonies such as sprint planning, retrospectives, and daily stand-ups to support the structure of the NYPL design system development team and to facilitate increased productivity.
- Establish clear end-to-end processes for continued growth and adoption of the NYPL design system.
- Visualize design and development concepts in the form of wireframes, mockups, and interactive prototypes to further the ideation and validation of new components for the NYPL design system.
- Engage in continuous improvement of visual designs for existing design system components to improve aesthetics and adherence to company design standards.
- Inspire stakeholders across NYPL to embrace the company design system as a best practice approach for project planning, design, and development.
- Mentor product designers and front-end engineers to ensure cross-team understanding and to improve product quality.

Senior UI/UX Engineer

Kaplan Professional
Dec 2015 - Dec 2020

- Improved efficiency of project life cycles by integrating directly with both graphic designers and developers.
- Enhanced and streamlined communication between design and development teams.
- Guided front-end developers and authored HTML, CSS, and JavaScript solutions for challenges met while translating from mockups to code.
- Decreased risk and waste by ensuring design fidelity was met before deployment.
- Generated design concepts in the form of wireframes, mockups, and interactive prototypes to support and foster UX research and validation.
- Oversaw the integration of a design system, improving consistent visual styles across multiple platforms.

SKILLS

Design

- Adept at user interface design – visual, interactive, UX – producing various forms of prototypes and pixel-perfect visual design deliverables.

Code

- Proficient in using modern front-end development languages and frameworks, including React, TypeScript, CSS, and HTML.

Tools

- Effective at applying and mentoring others in using visual design, development and project management tools like Figma, Github, and Jira.

Related

- Excited to share and implement breadth of knowledge and decades of experience in web development related topics ranging from SEO, responsive design, and WCAG accessibility compliance to photography, digital video production, and audio mixing.

EDUCATION

Purchase College, State University of New York

Purchase, NY
Bachelor of Fine Arts (BFA) in Visual Art