

Martin Brutvan

Design Technologist & UX Engineer
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SUMMARY

Design Technologist and UX Engineer with over 20 years of experience utilizing human-centered design and systems thinking to solve problems throughout all phases of a project life-cycle. My fine arts and design background along with my proficiency in modern web development technologies allow me to collaborate with product, design, and engineering teams and effectively contribute on all fronts, while my excellent communication skills foster and facilitate cross-discipline cooperation and dialogue.

EXPERIENCE

Design Technologist

New York Public Library
Feb 2021 – Present

- Led the strategic planning, UI/UX design, and development of the NYPL design system to enable quality, consistency, and efficiency across every product experience.
- Expanded the design system component library by 60% and increased usage by 150%.
- Used Figma to create wireframes, mockups, and high-fidelity prototypes based on complex design and UX concepts, advancing the ideation and iterative improvement of design system components.
- Utilized data-driven user insights to guide continuous UX improvements of components and to ensure product solutions met user needs effectively.
- Delivered production-ready React.js and TypeScript code and unit tests to provide end-to-end consistency and improve standards in the component development life-cycle.
- Experimented with and leveraged AI tools to assist and accelerate design, prototyping, and coding.
- Defined and maintained the product roadmap and established thorough governance frameworks for the design system to provide clear vision and direction for the visual design and development teams.
- Mentored product designers and front-end engineers, building cross-team understanding and contributing to a culture of design excellence and continuous improvement.
- Audited and refined the design system, ensuring all components achieved WCAG 2.1 AA accessibility compliance.

Senior UI/UX Engineer

Kaplan Professional
Dec 2015 – Dec 2020

- Integrated directly with design and engineering teams to enhance communication between the two teams and improve efficiency by 50%.
- Guided front-end developers and authored HTML, CSS, and JavaScript solutions for challenges met while translating from mockups to code.
- Ensured design fidelity was met before deployment to decrease risk and waste and improve user experience.
- Generated design concepts in the form of Figma wireframes, mockups, and interactive prototypes to support and foster UX research and validation.
- Contributed to the design system and oversaw its integration to improve consistency of styles and UX across multiple SaaS and LMS platforms.

Senior UI Designer & Developer

SmartPros Ltd.

Feb 2008 – Nov 2015

- Established clear workflow processes and increased product delivery speed by 40%.
- Reduced company costs and eliminated legacy systems by redesigning and modernizing interactive courseware.
- Authored production-ready front-end UI systems for the engineering team and accelerated Agile velocity by 8%.
- Pioneered effective use of digital video in the CPE market.
- Collaborated with peers and project stakeholders to enhance and align UX patterns throughout 100% of products.
- Supported backend development with coding solutions and database management.

Graphic Designer & Flash Programmer

Digital Variant

Dec 2006 – Feb 2008

- Designed and developed Adobe Flash-based widgets for fast-paced startup focused on the burgeoning social media market.
- Conceptualized UI and UX solutions through rapid design iterations.
- Added to the widget design variants and expanded user options by 400%.
- Strengthened user acquisition and retention with engaging UI components.

SKILLS

Design

20+ years of experience with user interface design—visual, UX, motion—producing various forms of prototypes and pixel-perfect visual design deliverables.

Code

Experienced in using modern front-end languages and frameworks, including React.js, Next.js, TypeScript, JavaScript, Tailwind, CSS, and HTML.

Tools

Expert with visual design, development, and project management tools like Figma, Adobe Creative Suite, Storybook, GitHub, and Jira.

Related

Always up-to-date with modern web technologies and design trends, including motion design, responsive design, and WCAG and accessibility compliance.

EDUCATION

Purchase College, State University of New York

Purchase, NY

Bachelor of Fine Arts (BFA) in Visual Art