

Martin Brutvan

Design Technologist

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SUMMARY

Detail-oriented design technologist with diverse skill set encompassing product design, UX, engineering, accessibility, and project planning for web applications. Optimistic, agile, and able to execute compelling solutions while working seamlessly across design and engineering teams from project inception to completion.

EXPERIENCE

Design Technologist

New York Public Library
Feb 2021 - Present

- Oversee and contribute to the planning, UI/UX design, and development of the NYPL design system.
- Visualize design and development concepts in the form of wireframes, mockups, and high-fidelity interactive prototypes to further the ideation and validation of new design system components.
- Utilize data-driven user insights to drive continuous improvement of UX for existing design system components.
- Produce production ready code and create unit tests to close out the development lifecycle of design system components and ensure end-to-end consistency.
- Evolve and manage product roadmap for the NYPL design system to provide clarity, vision, and motivation for teams involved in the visual design and development of the system.
- Establish clear end-to-end processes for continued growth and adoption of the design system.
- Inspire stakeholders across NYPL to embrace the company design system as a best practice approach for project planning, design, and engineering.
- Mentor product designers and front-end engineers to ensure cross-team understanding and to improve product quality.
- Conduct Agile ceremonies such as sprint planning, retrospectives, and daily stand-ups to support the structure of the NYPL design system engineering team and to facilitate increased productivity.

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.
- 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 wireframes, mockups, and interactive prototypes to support and foster UX research and validation.
- Contributed to the design system and oversaw its integration to help improve consistent visual styles across multiple SaaS and LMS platforms.

SKILLS

Design

- Adept at user interface design—visual, UX, motion—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, JavaScript, 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 collaborate and share knowledge about web development related topics like SEO, motion design, and WCAG accessibility compliance.

EDUCATION

Purchase College, State University of New York

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