BRAD MCNALLY
Product Designer

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EXPERIENCE

JANUARY 2014 - PRESENT

Subsplash , UX Designer

Subsplash is a software company that designs and builds a platform of apps, products and services for churches, schools and non-profit organizations. I have a hand in designing each product on the platform. This includes apps for iOS, Android, tvOS, and the web, as well as the client dashboard for content and donation management. My responsibilities for each project are from start to finish and include concepting, design research, requirements and user stories, wireframing, prototyping, developing the design language, high fidelity screen designs, documentation, project handoff, asset preparation, and testing.

MARCH 2013 - NOVEMBER 2013

BELIEF , Lead Designer

At BELIEF, I was part of a small team that helped organizations tell their stories through branding and web design. Responsibilities included Brand design, IA, site maps, wireframing, sketching and visual design.

JUNE 2011 - MARCH 2013

Education & Technology Startup , Senior Designer

During my time here, I worked on a variety of educational and tech products including university databases, Bureau of Labor Statistics visualization tools, student career guides, open courseware tools, educational blog networks and online magazines. My responsibilities included concepting, wireframing, branding, art direction and visual design. I also led design for a small team working on the next generation of product reviews.

DECEMBER 2010 - APRIL 2011

Creature , Freelance Designer

At Creature I worked on multiple campaigns for Seattle's Best Coffee and HP. Projects included branding, packaging, ads and site designs.

DECEMBER 2009 - DECEMBER 2010

Microsoft , Designer

While at Microsoft, I was part of the Entertainment Experience Group. I worked on Windows Phone, Xbox and Kinect, as well as incubation and internal projects (i.e. Metro). My day to day work ranged from UI and icon design to branding and printed collateral.

EDUCATION

2005-2009

Ringling College of Art & Design

Bachelor of Fine Arts in Graphic and Interactive Communication. Concentrations in Photography and Business.

SKILLS & TOOLS

UI/UX/Visual Design
Branding
Design Research
Art & Creative Direction
Wireframing
Sketch
Zeplin
Prototyping
Invision
Flinto
Adobe Illustrator, Photoshop, After Effects, InDesign, Fireworks
Keynote
JIRA
Atom
HTML, CSS, Markdown
Letterpress Printing

RECOGNITION

Participated in Silver Screen Society, **2013**
Cosmic Sans Project featured on Quipsologies, The Smithsonian Blog, Design Taxi, and i09, **2012**
Constellation & Co. work featured on Design Sponge, Design Work Life, and Cargo Collective Showcase, **2009 - 2013**
Print Regional Design Annual, **2009**
Gold Addy & Best of Category, **2009**
Gold Student Addy, **2009**
CMYK Magazine #42, **2008**
Adobe Design Achievement Awards, Semi-finalist, **2008**