

Brandon Oxendine

Designer with a wealth of experience working in various design roles. I love building great products and enabling teams to do their best work.

I write occasionally about design, leadership, and technology on [my blog](#).

You can find my portfolio [here](#).

ONLINE

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CONTACT

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SKILLS

User Experience Design, Visual Design, Branding, Illustration, Web Design, iOS & Android Apps, Copywriting, Prototyping, HTML, CSS, Team Leadership, Roadmapping, Hiring, Mentorship

TOOLS

Figma, GitHub, Notion, VS Code

EDUCATION

Winthrop University May 2010
Bachelor of Fine Arts
Visual Communication Design

LANGUAGES

English (Native)
German (Fluent)

Design Consultant

2020 - NOW

I work with early-stage startups shaping all aspects of their early design efforts, including designing comprehensive brand systems, crafting icons and illustrations, and building easy-to-use Figma design systems. I also improve design operations by streamlining task management and fostering collaboration between teams.

Drips [View case study ↗](#) [View it live ↗](#)

Responsible for the design of a website, app, brand, and conference materials for funding open-source projects that allows you to distribute funds easily with Drip Lists and let projects share their earnings with dependencies and maintainers.

Radworks [View it live ↗](#)

Designed a brand and website for the organization managing Drips and Radicle.

Better Internet Foundation [View it live ↗](#)

Designed and built a website for a Swiss foundation focused on Internet freedom.

Migaku [View case study ↗](#) [View it live ↗](#)

Completely redesigned the visual language of an immersive language learning platform from the ground up. Worked with an illustrator to bring the brand to life.

Radicle [View case study ↗](#)

Designed the brand, website, app, and swag for Radicle, a decentralized, secure, and censorship-resistant alternative to traditional code collaboration platforms.

Grover Head of Product Design [View case study ↗](#)

2017 - 2020

Led a team of designers and researchers, shaping the product experience with conversion-focused design, a scalable design system, and brand-aligned icons and illustration. I worked closely with product and engineering teams to ensure a cohesive and user-centered experience. Responsible for hiring and nurturing a healthy design team with weekly 1-on-1 checkins and design critiques.

Fuzzco Design Director

2013 - 2016

Led a fast-moving design team across multiple time zones, managing dozens of projects at a time while working closely with project managers and clients. I oversaw the design and execution of brand systems, websites, apps, and typefaces, ensuring technical precision through meticulous QA.

Google Product Designer [Read about it ↗](#)

2012 - 2013

Collaborated with product managers, UX designers, and engineers to launch a redesigned Google Profile. As part of the team shaping what became Material Design, I advocated for design standards across Google's evolving ecosystem.

Designkitchen Designer

2012 - 2013

Worked on interactive advertising campaigns for major brands, including microsites and web ads, while developing engaging digital experiences.

Fuzzco Designer

2012 - 2013

Designed brand systems and websites for many small and large brands.