# Joseph Breitreiter

# **Product Designer**

Joseph 512.296.4825 joseph@dreamlands.org

I'm a designer with a broad interest in usability, product, strategy, and development. I have a background in software engineering and ITSM. I'm an advocate of discovery-driven planning and lean/agile approaches to product definition and delivery.

#### Skills

Interaction design, design sprints, data visualization, agile, ITSM, Axure, Sketch, HTML/CSS/JS/D3, C#, Visio

# Experience

## Featurebase / Principal Product Designer

SEP 2021 - PRESENT, AUSTIN

I currently lead product design at a cloud data start-up. My work includes: establishing design processes, defining the role of design in the company strategy, building and documenting our design system, designing our product, creating and executing research studies, and running design thinking workshops for leadership

### **SolarWinds / Principal UX Designer**

JAN 2011 - SEP 2021, AUSTIN

Worked with product managers and developers across the SolarWinds Core IT business to deliver new features, refactor legacy features, and launch new product lines. Built complex, interactive prototypes (Axure, Angular, d3). Facilitated design sprints using a custom 4-day model. Mentored junior designs, wrote case studies for successful projects, worked with a worldwide team to deliver products that users love.

#### Hyper9 / User Interface Lead

DEC 2007 - JAN 2011, AUSTIN

Designed and built a robust, modular user interface (Flex). Collaborated extensively with founders and backend developers to find creative ways to use the underlying technology to solve user problems. Wrote tests (FlexUnit) and build integration (Maven/ant).

#### **Surgient / Engineer**

MAY 2003 - DEC 2007, AUSTIN

Performed a variety of development tasks. Highlights include defining a protocol for software agent capability discovery (C#), creating a UI framework that allowed professional services to rapidly create custom websites for clients (C#/XSLT), and building tools for batch-editing virtual disk images (C++).

### **ProTier / Front End Developer**

MAY 2001 - MAY 2003, NEW ORLEANS

Designed and built the company's web-based UI (C#/ASP.Net).