# Brett Holcomb – Design-Driven Developer

Portfolio: https://brettlyne.github.io/uxe-portfolio/
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At the intersection of design and development, my passion lies in exploring complex design challenges, iterating on creative solutions, and bringing them to life with code.

## WORK EXPERIENCE

### Roku | San Jose, CA

Jun 2022 – Nov 2023    :    Senior UX Engineer

- Designed, built, shipped, and maintained several internal tools, including user research + testing. Designers loved the tools and the improved workflow. See Hummingbird & Magpie.
- Ramped up quickly to master Vue and took over maintaining the team's component library including Storybook, documentation, GitLab CI/CD, reviewing PRs, & release management
- Tackled complex TV interactions that required choreographing animations & dynamic content

### Intuit | Mountain View, CA

Oct 2021 – Jun 2022    :    Design Technology Manager
Aug 2017 – Oct 2021    :    Principal Design Engineer
May 2016 – Aug 2017    :    Senior UX Prototyper
Oct 2014 – May 2016    :    Senior Interaction Designer

- Managed a team of 6 design technologists and motion designers for TurboTax. Shipped a new storytelling motion experience for the core product while also prototyping new AI interactions.
- Built creative web experiences that designers struggled to ship previously. Iterate faster and with a designer's attention to detail. Considered responsiveness, accessibility, interactivity, animations, load times, and more by default. From entire microsites to individual pages and components.
- Drove the adoption of Lottie to ship motion designs across QuickBooks and TurboTax.
- Rapidly prototyped iterative experiments with real dynamic data for projects including the first version of QuickBooks for Mexico and other new bookkeeping experiences.
- Contributed new components to the Intuit Design System.
- Specializations: HTML, CSS, JavaScript, web performance & accessibility, web animation, user-centered design, responsive design, Firebase, Figma, D3, Lottie, GSAP, React 3 Fiber

### Idean | Palo Alto, CA

Dec 2013 – Oct 2014    :    Interaction Designer

- On-site at Apple Inc. designing apps for iOS

### Rosetta | San Jose, CA

Feb 2011 – Dec 2013    :    UX Designer

- Create sketches, wireframes, prototypes, and presentations to communicate and refine concepts
- Clients: Cisco, Intuitive Surgical, Namco Bandai, Samsung, Skype, Sony, Zynga, and more

### Epic Games | Cary, NC

Feb 2006 – Aug 2008    :    UnrealEngine Quality Assurance

- Provided support to developers and artists working on UnrealEngine & Gears of War

## EDUCATION

🎓 Master of Human-Computer Interaction | Carnegie Mellon University | Aug 2010

🎓 BS in Computer Engineering + Mathematics Minor | Tennessee Tech University | Jun 2005