Brett Rowley

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Education

Olin College of Engineering   (09/2011 - 05/2014)
B.S. in General Engineering with a Concentration in Product Design, 3.79 GPA
National Academy of Engineering Grand Challenge Scholar

Employment

Principal UI/UX Designer @ RapidMiner (06/2014 - Present)
Lead designer for data analytics startup. Responsible for user research, usability testing, feature design, and early stage prototypes. Work closely with German technical team for development and testing. Also assist with website management and marketing graphics.

Mechanical Designer @ Boston Device Development (06/2013 - 08/2013)
Intern hired to assist both the industrial design and mechanical engineering departments. Primary responsibilities included prototype design, fabrication, and testing of client products. Additional roles included part procurement and creation of industrial design models.

UI/UX Designer @ Fetchnotes (02/2013 - 05/2013)
Contributed part-time to the team after their first release. Assisted with product strategy and new feature concepts, but primarily worked on developing a new company website. Developed several sketches and mock-ups as reference material for future work.

Course Projects

Arthroscopic Surgical Instrument   (09/2013 - 05/2014)
Senior capstone project forDePuy Synthes Mitek Sports Medicine. Developed an innovative new arthroscopic instrument based on technical feasibility, financial viability, and surgeon desirability. Responsible for ergonomics, market research, CAD simulation, and lab testing.

TAP Smart Sponge (09/2013 - 12/2013)
Product Design project with teams of engineering, business, and industrial design students. Developed a proof-of-concept dish sponge that controlled faucet flow, helping users reduce water waste. Personally responsible for product management and prototype fabrication.

WhereTo? Mobile App Concept (09/2012 - 12/2012)
Software interface design project targeting inexperienced users of public transit Started with user research and requirement analysis, leading through concept testing, refinment, and prototype production. Personally responsible for product management, screen design, and

Competencies

Solidworks, manual mills, sheet metal, laser cutters, 3D printing, soldering.
HTML/CSS, jQuery, Javascript, Python.
Adobe Creative Suite, human factors, usability testing.
Public speaking and presentations, conversational German.