



Brett Rowley

Full stack designer with experience in engineering, project management, and human factors. Passionate about building products that users will love.

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QUALIFICATIONS

Olin College of Engineering Graduated May 2014

B.S. in General Engineering with a Concentration in Product Design.
National Academy of Engineering Grand Challenge Scholar.

Nielsen-Norman Group Awarded September 2016

User Experience Certification awarded by N/N-g for 30 hours of training and examination.

EMPLOYMENT

User Interface, Product Designer @ RapidMiner June 2014 - Present

First designer hired at a data analytics startup. Based in Boston, but remotely worked with engineers in Europe. Started as “just” an interface designer creating mockups and running usability tests. Title was changed in March 2016 to reflect a broader workload: user research, new feature ideation, experience mapping, usage statistics analysis, etc.

I now lead the majority of RapidMiner’s UI, UX, and user research initiatives. Currently focused on making our design practices more formal, repeatable, and transparent to improve collaboration across all offices,

Graphic Design Freelance May 2013 - Present

Providing independent graphic design services, such as company logos, website layouts, posters, and software interfaces.

Mechanical Design Intern @ Boston Device Development June - August 2013

Intern at a small product design consultancy. Worked with both industrial designers and mechanical engineers to help transition projects from design into development by designing, fabricating, and testing product prototypes.

COMPETENCIES

Design Thinking	●●●●●	CSS / SASS	●●●●○
Usability Testing	●●●●●	Javascript / jQuery	●●●○○
Human Factors	●●●●●	InVision	●●●●●
Graphic Design	●●●○○	Sketch	●●●●●
Project Managemenet	●●●○○	Adobe Creative Suite	●●●●○