Brian Donahue

UX Designer & Front-End Developer

Seattle, WA, USA

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I've worked as a designer and developer for the last 8 years: 4 years leading teams; 4 freelancing. I am organized, detail-oriented, and resourceful; I create solutions that are extensible, responsive, and lean.

Empathy and integrity are the most important traits to me; empathy empowers me to recognize challenges and design for the user, to relate to and collaborate with my team, and to translate needs and requirements between stakeholders, designers, developers, and users.

Integrity to me means not only getting the job done, but doing it right the first time. Issues that are out of scope for v1 are documented and prioritized for v2; important work doesn't slip through the cracks.

Being predictable and consistent and resolving issues openly not only fosters trust between team members, but it fuels innovation by creating an environment that is inherently collaborative.

As a life-long artist, I've volunteered my graphic design skills for several non-profits, and a previous employer described me saying "giving back is a huge part of [my] ethos."

When I'm off the clock, I'm often hard at work on one of my hobby projects. My current project is organizing and producing a TV show based on a script I wrote last year with a friend. Previously I've run an indie game studio which produced several game prototypes, and I've taught classes on web development, illustration, and coffee brewing techniques.

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SKILLS

UX & VISUAL DESIGN
Usability research, prototypes, user flows, site maps, drafting, mockups, wireframes, graphic design for print and web, illustration, icons, branding

DEVELOPMENT & FRAMEWORKS
HTML (HTML5), CSS (CSS3), JavaScript, jQuery, Jade, Bootstrap, LESS

PREFERRED TOOLS
Sketch, Flinto, Photoshop, Illustrator, Sublime Text, Balsamiq, GitHub

SOFT SKILLS
Natural leader, project management experience, hiring experience, consulting, pitches & presentations, empathy, integrity

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WORK EXPERIENCE

Mar 2016 - Dec 2016
UX DESIGNER

Amazon.com
As part of the Amazon Campus team I worked on several initiatives including customer-facing information architecture challenges, user data collection objectives, and administrative tools for both internal and external users.

The majority of my day-to-day work involved defining and solving for user issues. I also supported the team with design annotation and illustration tasks, improved on-boarding materials, improved product documentation, and mentored other designers in a variety of things ranging from web design to marketing copywriting.

I also conducted and documented 6 usability studies with real users and supported or created materials for many more.

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Nov 2015 - Dec 2015
UX DESIGNER

Wunderman
CARDS asset management service for T-Mobile
+ Created UX proposals based on existing user stories, client requests, and an alpha product version
+ Created wireframes and user flows for different user classes
+ Documented changes and presented design proposals
+ Used Microsoft TFS to track and report bugs and usability issues for the existing software

WEB DEVELOPER
Emails for Microsoft XBox & Band, Wal-Mart, and T-Mobile
+ Developed responsive marketing emails based on Photoshop comps
+ Created English and Spanish-language versions of templates
+ Sliced and modified design comps as needed
+ Tracked bugs and issues in Microsoft TFS

Oct 2014 - Nov 2015
TEAM LEAD
WEB DEVELOPER

B2d Marketing
+ Worked as the design and strategy lead for the marketing team
+ Created campaigns for six different clients, some of which received increases on click-through rates of more than 1000% over the campaign average
+ Mentored junior developers in responsive design and development
+ Simplified code across multiple platforms and developed user stories to reduce maintenance work and improve customer engagement
+ Lead design and strategy discussions with clients and managers

Apr 2015 - Jul 2015
WEB DEVELOPER

DevDraft
+ Developed landing pages for a Microsoft Partner Network marketing campaign
+ Contributed responsive code to improve DevDraft's website

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UX DESIGNER

DevDraft (cont.)
+ Lead marketing strategy discussions
+ Developed user flows, user stories, and wireframes
+ Mentored one junior developer in responsive design and development

Nov 2014 - Dec 2014
UX DESIGNER

Siren
+ Produced user stories, user flows, wireframes, and mockups
+ Contributed to design and strategy discussions
+ Championed function over form in design planning discussions

May 2014 - Jun 2014
VISUAL DIRECTOR

Seattle Pride
+ Worked directly with the board V.P. to plan materials and approach
+ Designed dozens of print materials including posters, flyers, badges, banners, logos, and most other marketing materials for official Seattle Pride 2014 events
+ Created vector illustrations for the beer garden map and the 40th anniversary lithograph pride poster reproduction

Apr 2014 - Jun 2014
**UX DESIGNER
WEB DEVELOPER**

Moving Worlds
+ Created user stories, user flows, wireframes, prototypes, and templates.
+ Redesigned information organization and presentation on key pages resulting in a 30% increase in engagement for anonymous users
+ Coded templates with Bootstrap, Jade, and Less
+ Supported development with responsive design and bug fixes
+ Championed a 'mobile-first' approach
+ Created B2B print materials, presentations, and templates