



Passionate multi-disciplinary product designer based in Sydney, Australia.
Currently, I'm focused on creating engaging digital experiences for web and native mobile applications utilising the design-thinking process.

Design Experience

- Mitti** • Principal Product Designer • Mar 2021 — Present
Interaction and visual design across the core product and integrations. Initially focused on refining the design in both pixels and code of the navigation, modals & upcoming integrations while establishing a more refined interface design.
- Practifi** • Lead Product Designer • Oct 2020 — Mar 2021
Interaction and visual design across the core product and integrations. Initially focused on refining the design in both pixels and code of the navigation, modals & upcoming integrations while establishing a more refined interface design.
- Wilbur** • Lead Product Designer • Apr 2020 — Oct 2020
Head up the design overhaul to create a fresh, professional, consistent experience for the existing & new suite of applications.
- Deputy** • Lead Designer — Design Systems • Jan 2020 — Apr 2020
Responsible for developing, building and leading Deputy's designs system, Copilot. Initial focus was to reduce design debt in preparation of a rebrand, while also transitioning from Sketch to Figma, with as little friction as possible & defining new design patterns as they emerged.
- Deputy** • Lead Experience Designer • Jun 2019 — Jan 2020
Focused on scaling Deputy for both internal and external users. With user's business size ranging from local cafes to large corporations, I worked on projects such as Bulk Update & Area Based Pay to solve the problems that arose with larger companies coming onto Deputy.
- JobAdder** • Head of Design • Nov 2018 — Jun 2019
Hired & mentored our team of designers across product & marketing. Formalised design processes, principles and led the Venom Design System.
- JobAdder** • Senior Product Designer • Apr 2018 — Nov 2018
Redesigned of both the UI & UX and established the UI library which introduced consistency across the multiple JobAdder product lines.
- CloudBees** • Lead Product Designer • Sep 2016 — Aug 2017
As the first designer, I led the building of the design team within the company, establishing design foundations, principles & systems to help the team scale.
- Hudl** • Product Designer • Dec 2015 — Sep 2016
Creating delightful user experiences for users of Sportscodel, a powerful video tagging tool built for & used by major sports organizations around the world.
- Fairfax Media** • Digital / UX Designer • Sep 2010 — Oct 2015
- Fairfax Media** • Graphic / Digital Designer • Apr 2008 — Sep 2010

- LinkedIn**
[linkedin.com/in/brodymaclean](https://www.linkedin.com/in/brodymaclean)
- Github**
github.com/brody
- CodePen**
codepen.io/brody
- Dribbble**
dribbble.com/brodymaclean
- Twitter**
twitter.com/brodymaclean

Technical Expertise

- Design**
Interface Design
Wireframing
Rapid Prototyping
Information Architecture
User Research
Usability Testing
- Engineering**
HTML
CSS / SASS / TailwindCSS
Javascript / Alpine.js
Vue / Gridsome

Software

- Tools I Use**
Figma
Notion
Codepen
VS Code
Github
Netlify
Principle