



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  
As the first design hire, I established UI & UX design patterns and processes, helping lead & design Mitti’s risk mitigation solutions. As we have grown I have interviewed, hired & mentored our 2nd designer.
- 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 design 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 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 Sportscube, 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](https://github.com/brody)
- CodePen**  
[codepen.io/brody](https://codepen.io/brody)
- Dribbble**  
[dribbble.com/brodymaclean](https://dribbble.com/brodymaclean)
- Twitter**  
[twitter.com/brodymaclean](https://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