



Passionate multi-disciplinary product design leader based in Sydney, Australia.
Focused on systems thinking, people leadership & solving problems at scale. 😊

Recent Experience

- Prospera** • Product Design Lead/Manager - Design Systems • Apr 2022 — Present
Led design system team unifying divergent designs across products, in both design and code, to majorly reduce design & development debt, enabling us to effectively roll out the Prospera rebrand.
 - Led the core team while establishing cross-functional design systems practices.
 - Led the rebrand implementation across the product suite while helping shape the direction of the rebrand.
 - Feedback, development, performance management, mentoring & hiring the team.
 - Developed a multi-year vision & roadmap for growing our systems practice.
 - Worked with the senior leadership team to design the future product design vision.
- SafetyCulture Care** • Principal Product Designer • Mar 2021 — Apr 2022
I established UI & UX design patterns and processes, helping lead & design SafetyCulture Care's risk mitigation solutions.
 - Hired & managed the design team.
 - Designed the MVP 0 to 1 of the product.
 - Established remote-first design processes.
 - Feedback, development, performance management, mentored the team.
- Wilbur** • Lead Product Designer • Apr 2020 — Mar 2021
Headed up the design overhaul to create a fresh, professional, consistent experience for the existing & new suite of applications.
- Deputy** • Design Lead — Design Systems • Jun 2019 — 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.
 - Led, coached & managed several designers.
 - Led rebrand preparation across the product suite while helping shape the direction of the rebrand.
 - Feedback, coaching, development & mentoring.
 - Developed a roadmap for growing our systems practice.
- JobAdder** • Head of Design • Apr 2018 — Jun 2019
Hired & mentored our team of 5 designers across product & marketing. Formalised design processes, principles and led the Venom Design System.
 - Grew the design team to 6 designers while establishing cross-functional design systems practices.
 - Feedback, development, performance management, mentoring & hiring the team.
 - Worked with the leadership team to create the JobAdder design vision.
 - Design strategy, UX/UI concepts for our mobile and web products.
 - Customer-centric approach to modernisation of the products.

LinkedIn
linkedin.com/in/brodymaclean

Twitter
twitter.com/brodymaclean

Github
github.com/brody

CodePen
codepen.io/brody

Dribbble
dribbble.com/brodymaclean

- Soft skills**
 - Design Leadership
 - Management
 - Mentorship
 - Stakeholder management
 - Product Strategy
 - Teaching
 - Hiring
 - Interviewing

- Design**
 - Interface Design
 - Design Systems
 - Wireframing
 - Documentation
 - Advanced Prototyping
 - Information Architecture
 - User Research
 - Usability Testing