

Eric Browning

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<https://fiveoclockfriday.com/on-the-same-page>

Skills	User Interface Design	Interaction Design	Prototyping
	User Research	Agile Development	UX Advocacy

LEADERSHIP	TECHNICAL	
Mentorship	Figma	Design Systems
Critique/Reviews	Sketch	HTML/ CSS
Project Ownership	InVision	Git
Training	Adobe Creative Suite	

Tanium	Senior UX Designer	2018-Present
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I serve as a core member of the UX team, with ownership over several major products and responsibility for a variety of early stage and internal projects.

- Serve as primary design resource for new joint product partnership with Salesforce in the IT Service Management space. Leverage both Tanium and SFDC design systems to launch ITSC product with cross functional team.
- Guide UX efforts for popular Patch and Deploy modules (>20m endpoints under management) through significant feature expansion, customer growth, and design improvements. As part of this role conceived, tested, and launched a major redesign of deployment form experiences.
- Initiate a project to brainstorm, design, test and launch a navigation redesign, leading a team with a graduate-level intern and a junior designer/researcher.
- Serve in leadership roles including direct mentorship, assisting in new hire onboarding, and running a UX champions group for engineers which helped inspire the creation of a formal experience dev team.

Coffee and Code	Design Lead	2014-2018
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Led interface design and user experience work at a boutique software consulting firm. Managed projects from initial pitch through completion.

- Won over stakeholders at multiple companies by introducing data-driven design workflows to increase efficiency and enable smarter decisions.
- Leveraged expert research to build a usable therapy application for people with Alzheimers and dementia and their caregivers.

- Helped increase company revenue by 40% over a single year, and 70% over a two-year period.
- Restructured company from purely coding to a more holistic approach; allowing applications to be built entirely in-house.

Blue Frog Gaming

Art Director

2010-2014

Joined as the first creative team member, building interfaces and art for games. Launched projects including early iPad and large multiplayer strategy games.

- Hired and directly managed a team of 5 full time artists, including one-on-one meetings and resource planning.
- Shipped multiple games for iOS, Android and web portals.

DigitalDay
Creative Group

Interactive Designer

2007-2010

Created user-focused web designs and online marketing pieces for Fortune 1000 clients, primarily in the consumer packaged goods segment.

Bolt from the Blue

Designer/Developer

2007

Worked as the design and code cog of a startup focused on customized marketing.

Professional Speaking

Design Feedback for Everyone

Flight Conference
Akron OH

Columbus Web Group
Columbus, OH

Stir Trek
Columbus OH

Personas/Empathy Mapping Workshop

Akron Women in Tech
Akron, OH

UX Akron
Kent, OH

No More Static Comps: Modern Design Process

Codemash
Sandusky OH

Stir Trek
Columbus OH

Rosetta Tech Talks
Cleveland OH

Education

Bowling Green State University
Bachelor of Science in Visual Communication, Minor in Marketing