

Eric Browning

Principal Product Designer

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fiveoclockfriday.com/21st-century-claims

EXPERIENCE

Bloomfilter *Process mining for the software development life cycle, B2B SaaS startup; full time remote position*

Product Design Lead

2023

- Led end-to-end research, definition, and design for 3 major AI-driven features in 4 months.
- Created and implemented a design system resulting in a 60% reduction in color palette and a ~70% decrease in type styles while improving consistency and visual impact.
- Worked with product and executive stakeholders to build wireframes and high fidelity interactive prototypes critical for roadmap, sales, and marketing efforts.

Tanium *Cybersecurity and systems management for large organizations; full time remote position*

Senior User Experience Designer

2018 – 2023

- Owned design and research for most popular modules (>25 million endpoints under management) managing significant feature expansion, customer growth, and usability improvements.
- Collaborated with a large cross functional team for partnership with Salesforce to launch a new ITSC product in 6 months, resulting in \$8 million in new sales pipeline.
- Built and enhanced over 30 components and features of the design system for scalability, consistency, and efficiency.
- Established and led a “UX champions” group for ~25 engineers, ultimately justifying and leading to the creation of dedicated front-end roles.
- Managed a team to design, test and launch a major navigation redesign including research sessions with over 30 internal and external users and presentations of the findings.

Coffee and Code *Boutique consulting firm building MVPs and improving established products*

Lead Consultant, UX & Product Design

2014 – 2018

- Introduced data-driven workflows and design thinking workshops with multiple organizations to increase efficiency and enable smarter product decisions.
- Leveraged expert research to build a 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.

Blue Frog Gaming - Art Director

2010 – 2014

DigitalDay Creative Group - Interactive Designer

2007– 2010

EDUCATION

Bowling Green State University, Bowling Green, OH

Bachelor of Science in Visual Communication, Minor in Marketing

SKILLS

UX/Craft: Product Design, Prototyping, Design Systems, User Research, UX Strategy

Leadership: Mentorship, Critiques/Reviews, Project Ownership, Hiring/Growth

Tools and Software: Figma, Sketch, Adobe Creative Suite, Balsamiq, HTML/CSS, Git