

# Eric Browning

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## SUMMARY

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Experienced User Experience Designer and Leader skilled at finding innovative solutions to complex problems. Proven track record in taking initiative to research, build, launch, and grow large scale software products. Demonstrated success in collaborating to turn concepts into engaging product features.

## WORK EXPERIENCE

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### Bloomfilter

*AI-driven process mining for software development, full time remote position*

#### Product Design Lead

May 2023 - Sep 2023

- Led end-to-end research, definition, and design for 3 major AI-driven features with a focus on data visualization 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 leadership 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

Sep 2018 – Apr 2023

- Owned design and research for popular technical modules (>25 million endpoints under management) managing feature expansion, user growth, and a migration to cloud architecture.
- 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.
- Created and enhanced over 30 components, visualizations, 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.
- Coached and developed a team with a graduate-level intern and a junior designer/researcher to design, test and launch a major navigation redesign.

### Coffee and Code

*Boutique consulting firm building MVPs and improving established products*

#### Lead Consultant, UX & Product Design

Oct 2014 – Aug 2018

- Introduced data-driven workflows and design thinking workshops with multiple organizations using those results to quickly and efficiently build and launch SaaS front ends.
- 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

*Game company building for web and mobile platforms*

### Art Director

Mar 2010 – Aug 2014

- Joined as the first creative team member, building interfaces and art; launched projects including early iPad games and massive multiplayer strategy games.
- Hired and directly managed a team of 5 full time artists.
- Collaborated with NBC Universal and Syfy to develop two games within a 6-month timeframe.

## DigitalDay Creative Group

*Web agency focused on Fortune 1000 clients, primarily in consumer packaged goods segment*

### Interactive Designer

Nov 2007– Feb 2010

## EDUCATION

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### Bowling Green State University, Bowling Green, OH

Bachelor of Science in Visual Communication, Minor in Marketing

## SKILLS

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

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

**Tools and Software:** Figma, Sketch, Balsamiq, HTML/CSS, Storybook/Basic React, Git

## PROFESSIONAL SPEAKING

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*Design Feedback for Everyone*

Flight Conference

Columbus Web Group

Stir Trek

*Personas/Empathy Mapping Workshop*

Akron Women in Tech

UX Akron

*No More Static Comps: Modern Design Process*

Codemash

Rosetta Tech Talks

Stir Trek