

Eric Browning

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<http://fiveoclockfriday.com/builders-without-borders>

Skills

- User Interface Design
- User Research
- Rapid Prototyping
- Visual Design
- Agile Development
- Remote Teams
- Mobile Strategy
- Personas/User Stories
- Design Sprints

TECHNICAL

- Adobe Creative Suite
- Sketch
- InVision
- Figma
- HTML
- CSS
- Design Systems
- Git

LEADERSHIP

- Team Building
- Critique/Reviews
- Skill Uplift
- Resource Planning

Coffee and Code

Sr. UI/UX Designer

2014-Present

Lead interface design and user experience work at a boutique software consulting firm. Manage projects and distributed, cross functional team resources from initial pitch through completion.

- Increase company revenue by 40% over a single year, and 70% over a two-year period
- Win over stakeholders at multiple companies by introducing data-driven design workflows to increase efficiency and enable smarter decisions
- Restructure company from purely coding to a more holistic approach; allowing them to build applications entirely in-house
- Leverage expert research to build a usable therapy application for people with Alzheimers and dementia

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 games and massive multiplayer strategy games, growing to a team of thirty people.

- 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 on time and within budgets
- Assisted with securing and building a joint game project with SyFy games, eventually reaching 15k monthly active users

DigitalDay Creative Group

Interactive Designer

2007-2010

Created high end, usable web designs and online marketing pieces for Fortune 1000 clients.

- Navigated complex requirements from large CPG companies to design and build promotions and online coupon systems
- Reduced friction between design and development teams by introducing modern workflows and prototypes
- Worked to bring a user focused approach to information architecture phases

Bolt from the Blue

Designer/Developer

2007

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

- Responsible for establishing workflows and internal processes for working with contractors and staff
- Secured new business with redesigned proposals and marketing materials

Silver Oaks Communications

Interactive Media Developer

2006

Collaborated with other developers, designers, and management teams to design and build CD and DVD applications for textbox, multimedia websites and tools.

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 Communications, Minor in Marketing
GPA: 3.75/4.0