

# Eric Browning

## Designer & Leader

15 years of experience as a design generalist adept at finding innovative solutions to complex challenges. Proven track record in research, collaboration and design to build and launch SaaS products. Demonstrated success in aligning with business priorities and iterating quickly.

## EXPERIENCE

### Bloomfilter, Chicago, IL (remote)

*AI-driven process mining for software development*

#### Product Design Lead

2023

- Led end to end research, planning, and design for 3 complex AI-driven features from zero to one for financial planning and strategic initiatives.
- 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 high fidelity interactive prototypes critical for development, sales, and marketing efforts.

### Tanium, Kirkland, WA (remote)

*Cybersecurity and systems management platform for enterprise organizations*

#### Senior User Experience Designer

2018 – 2023

- Owned UX and design for popular Patch and Deploy modules (>25 million endpoints under management) managing significant feature expansion, customer growth, and usability improvements.
- Collaborated with 2 large cross functional teams for new product partnership with Salesforce to launch an ITSC product in 6 months, resulting in \$8 million of new sales pipeline.
- Created and enhanced over 30 components and features of the design system for scalability, consistency, and efficiency.
- Established a "UX champions" group for ~25 engineers, ultimately justifying and leading to the creation of dedicated front-end roles.
- Initiated a project to research, design, and launch a major navigation redesign; leading a team with a graduate-level intern and a junior designer/researcher

### Coffee and Code, Akron, OH

*Boutique consulting firm building MVPs and improving established products*

#### Lead Consultant, UX & Product Design

2014 – 2018

- Introduced data-driven design workflows and design thinking workshops with multiple organizations to increase efficiency and enable smarter 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.

## PREVIOUS EXPERIENCE

### UI Designer > Art Director, Blue Frog Gaming, Akron, OH

2010-2014

### Interactive Designer, Digital Day Creative Group, Cuyahoga Falls, OH

2007-2010

## CONTACT

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- [www.fiveoclockfriday.com/everyone-can-contribute](http://www.fiveoclockfriday.com/everyone-can-contribute)

## SKILLS

### Strengths:

- Product Design
- Prototyping
- Design Systems
- User Research
- UX Strategy
- User Interfaces

### Leadership:

- Mentorship
- Critiques/Reviews
- Project Ownership
- Hiring/Growth

### Tools and Software:

- Figma
- HTML/CSS
- Git
- Sketch
- Adobe Creative Suite
- Balsamiq

## EDUCATION

### Bowling Green State University

BS, Visual Communication Technology, Minor in Marketing  
Bowling Green, OH

## PROFESSIONAL SPEAKING

Topics include *Design Feedback, Personas & Empathy Mapping*, and *Modern Design Process*:

- Codemash, Sandusky, OH
- Akron Women in Tech
- UX Akron
- Columbus Web Group
- Flight Conference, Akron, OH
- Stir Trek, Columbus, OH
- Rosetta Talks, Cleveland, OH