Eric Browning

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https://fiveoclockfriday.com/digital-proof

Skills

User Interface Design	UX Strategy	Prototyping
User Research	Product Design	UX Advocacy

LEADERSHIP

TECHNICAL

Mentorship	Figma	Design Systems
Critique/Reviews	Sketch	HTML/ CSS
Project Ownership	Adobe Creative Suite	Agile Development

Bloomfilter

Product Design Lead   2023

Directed UX and design for a B2B SaaS startup in the software development space.

- Led end to end research, planning, and design for major AI-driven features in financial planning and strategic initiatives.

- Collaborated with product leadership to build high fidelity interactive prototypes for roadmap, sales and marketing efforts.

- Implemented a streamlined design system for the platform and digital brand, resulting in a 50% reduction in color palette size and a ~70% decrease in type styles for improved performance, consistency, and scalability.

Tanium

Senior UX Designer   2018-2023

Core member of the UX team, with ownership over several major products and responsibility for a variety of early stage and internal projects.

- Worked as primary design resource for new joint product partnership with Salesforce in IT Service Management. Leveraged both Tanium and SFDC design systems to launch ITSC product in 6 months with a large cross functional team.

- Owned UX efforts for popular Patch and Deploy modules (>20m endpoints under management) through significant feature expansion, customer growth, and design improvements.

- Initiated a project to brainstorm, design, test and launch a navigation redesign, leading a team with a graduate-level intern and a junior designer/researcher.

- Served in leadership roles including direct mentorship, assisting in new hire onboarding, and creating/leading a UX champions group for ~25 engineers.

Coffee and Code	**Design Lead**	2014-2018

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.

Blue Frog Gaming	**Art Director**	2010-2014

Joined as the first creative team member, building interfaces and art for games. Hired and directly managed a team of 5 full time artists.

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.

Professional Speaking

Design Feedback for Everyone

Flight Conference	Columbus Web Group	Stir Trek
Akron OH	*Columbus, OH*	*Columbus OH*

Personas/Empathy Mapping Workshop

Akron Women in Tech	UX Akron
Akron, OH	*Kent, OH*

No More Static Comps: Modern Design Process

Codemash	Stir Trek	Rosetta Tech Talks
Sandusky OH	*Columbus OH*	*Cleveland OH*

Education

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