

# Eric Browning

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<http://fiveoclockfriday.com/detailsdetails>

|           |                         |                     |                         |
|-----------|-------------------------|---------------------|-------------------------|
| Skills    | • User Interface Design | • Visual Design     | • Mobile Strategy       |
|           | • User Research         | • Agile Development | • Personas/User Stories |
|           | • Rapid Prototyping     | • Team Workshops    | • Design Sprints        |
| TECHNICAL |                         | LEADERSHIP          |                         |
|           | • Adobe Creative Suite  | • HTML              | • Team Building         |
|           | • Sketch                | • CSS               | • Critique/Reviews      |
|           | • InVision              | • Design Systems    | • Skill Uplift          |
|           | • Figma                 | • Git               |                         |

|   |                           |              |
|---|---------------------------|--------------|
| Coffee and Code   | <b>Sr. UI/UX Designer</b> | 2014-Present |
| Lead interface design and user experience work at a boutique software consulting firm. Manage projects and team resources from initial pitch through completion.  |                           |              |
| <ul style="list-style-type: none"><li>• Increase company revenue by 40% over a single year, and 70% over a two-year period</li><li>• Win over stakeholders at multiple companies by introducing data-driven design workflows to increase efficiency and enable smarter decisions</li><li>• Restructure company from purely coding to a more holistic approach; allowing us to build applications entirely in-house</li><li>• Leverage expert research to build a usable therapy application for people with Alzheimers and dementia</li></ul> |                           |              |

|   |                     |           |
|---|---------------------|-----------|
| Blue Frog Gaming  | <b>Art Director</b> | 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.   |                     |           |
| <ul style="list-style-type: none"><li>• Hired and directly managed a team of 5 full time artists, including one-on-one meetings and resource planning</li><li>• Shipped multiple games for iOS, Android and web portals on time and within budgets</li><li>• Assisted with securing and building a joint game project with SyFy games, eventually reaching 15k monthly active users</li></ul> |                     |           |

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