

# Eric Browning

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<http://fiveoclockfriday.com/global-classroom>

<b>Skills</b>	<ul style="list-style-type: none"><li>• User Interface Design</li><li>• User Research</li><li>• Rapid Prototyping</li></ul>	<ul style="list-style-type: none"><li>• Visual Design</li><li>• Agile Development</li><li>• Team Workshops</li></ul>	<ul style="list-style-type: none"><li>• Mobile Strategy</li><li>• Personas/User Stories</li><li>• Design Sprints</li></ul>
	<b>TECHNICAL</b> <ul style="list-style-type: none"><li>• Adobe Creative Suite</li><li>• Sketch</li><li>• InVision</li><li>• Figma</li></ul>	<ul style="list-style-type: none"><li>• HTML</li><li>• CSS</li><li>• Design Systems</li><li>• Git</li></ul>	<b>LEADERSHIP</b> <ul style="list-style-type: none"><li>• Team Building</li><li>• Critique/Reviews</li><li>• Skill Uplift</li></ul>

Coffee and Code	<b>Sr. UI/UX Designer</b>	2014-Present
<p>Lead interface design and user experience work at a boutique software consulting firm. Manage projects and team resources from initial pitch through completion.</p> <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
<p>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.</p> <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.

## Education

Bowling Green State University  
Bachelor of Science in Visual Communications, Minor in Marketing  
GPA: 3.75/4.0

## 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