# **Eric Browning**

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Skills	User Interface Design	UX Strategy	Prototyping
	User Research	Product Design	<b>UX</b> Advocacy

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

### Bloomfilter UX Lead 2023

Sole UX/design team member for a SaaS startup in the software development life cycle space.

- End to end research, planning, and design on major features including financial planning and strategic initiatives, both of which make use of AI for forecasting.
- Partnered with product leadership to build high fidelity interactive prototypes for roadmap, sales and marketing efforts.
- Established a design system for the platform and digital brand which reduced the color palette used by 50% and the variety of type styles by ~70% for performance, consistency and scalability.

## Tanium Senior UX Designer

2018-2023

I served as a 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 the IT Service Management space. Leveraged both Tanium and SFDC design systems to launch ITSC product with cross functional team.
- Guided UX efforts for popular Patch and Deploy modules (>20m endpoints under management) through significant feature expansion, customer growth, and design improvements. As part of this role conceived, tested, and launched a major redesign of deployment form experiences.
- 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 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,

Digital Day 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

CodemashStir TrekRosetta Tech TalksSandusky OHColumbus OHCleveland OH

#### Education

Bowling Green State University

Bachelor of Science in Visual Communication, Minor in Marketing