

# Eric Browning

## Designer and Leader

419-378-1267 • [eric.browning@gmail.com](mailto:eric.browning@gmail.com) • <https://fiveoclockfriday.com/beat-it-misery>

### EXPERIENCE

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#### Shift5

*Observability platform for complex vehicle systems, full time remote position, active Security Clearance*

##### Senior Product Designer

Dec 2023 - Present

- Own and manage cross functional team empowering DoD users to triage and investigate alerts identified from their vehicles, including research, prototyping and interface design.
- Collaborate with hardware and software research teams to champion customer needs and ensure product prioritization and strategic alignment throughout their work.
- Direct project to organize, standardize, and build tooling to increase availability of platform documentation. Conduct feedback and training sessions for a variety of teams to use and grow these systems and their content.

#### Bloomfilter

*AI-driven process mining for software development, full time remote position*

##### Product Design Lead

May 2023 - Sep 2023

- Led end-to-end research, definition, and design for 3 major AI-driven features with a focus on data visualization.
- Educated engineering team on best practices and research on user interactions with large data sets resulting in a streamlined direction for platform views.
- Defined 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.

#### Tanium

*Cybersecurity and systems management for large organizations; full time remote position*

##### Senior User Experience Designer

Sep 2018 – Apr 2023

- Owned design and research for popular technical modules (>25 million endpoints under management) managing feature expansion, user growth, and a migration to cloud architecture.
- Collaborated with a large cross functional team for partnership with Salesforce to launch a new ITSC product in 6 months, resulting in \$8 million in new sales pipeline.
- Created and enhanced over 30 components, visualizations, and features of the design system for scalability, consistency, and efficiency.
- Established and led a "UX champions" group for ~20 engineers, ultimately justifying and leading to the creation of dedicated front-end roles.
- Coached and developed a team with a graduate-level intern and a junior designer/researcher to design, test and launch a major navigation redesign.

## Coffee and Code

*Boutique consulting firm building MVPs and improving established products*

### Lead Consultant, UX & Product Design

Oct 2014 – Aug 2018

- 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.

## Blue Frog Gaming

*Game company building for web and mobile platforms*

### Art Director

Mar 2010 – Aug 2014

- Joined as the first creative team member, building interfaces and art; launched projects including early iPad games and massive multiplayer strategy games.
- Hired and directly managed a team of 5 full time artists.
- Collaborated with NBC Universal and Syfy to develop two games within a 6-month timeframe.

## DigitalDay Creative Group

*Web agency focused on Fortune 1000 clients, primarily in consumer packaged goods segment*

### Interactive Designer

Nov 2007– Feb 2010

## EDUCATION

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### Bowling Green State University, Bowling Green, OH

Bachelor of Science in Visual Communication, Minor in Marketing

## SKILLS

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**UX/Craft:** Product Design, Prototyping, Design Systems, User Research, UX Strategy

**Leadership:** Mentorship, Critiques/Reviews, Project Ownership, Hiring/Growth

**Tools and Software:** Figma, Sketch, Balsamiq, HTML/CSS, Storybook/Basic React, Git

## PROFESSIONAL SPEAKING

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*Design Feedback for Everyone*

Flight Conference

Columbus Web Group

Stir Trek

*Personas/Empathy Mapping Workshop*

Akron Women in Tech

UX Akron

*No More Static Comps: Modern Design Process*

Codemash

Rosetta Tech Talks

Stir Trek