

# Eric Browning

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<http://fiveoclockfriday.com/reliable-excellent>

## Skills

- User Interface Design
- User Research
- Rapid Prototyping
- Visual Design
- Agile Development
- Remote Teams
- Mobile Strategy
- Personas/User Stories
- Design Sprints

## TECHNICAL

- Adobe Creative Suite
- Sketch
- InVision
- Figma
- HTML
- CSS
- Design Systems
- Git

## LEADERSHIP

- Team Building
- Critique/Reviews
- Training

Coffee and Code

## Design Lead

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.

- Increase company revenue by 40% over a single year, and 70% over a two-year period
- Win over stakeholders at multiple companies by introducing data-driven design workflows to increase efficiency and enable smarter decisions
- Restructure company from purely coding to a more holistic approach; allowing us to build applications entirely in-house
- Leverage expert research to build a usable therapy application for people with Alzheimers and dementia

Blue Frog Gaming

## Art Director

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.

- Hired and directly managed a team of 5 full time artists, including one-on-one meetings and resource planning
- Shipped multiple games for iOS, Android and web portals on time and within budgets
- Assisted with securing and building a joint game project with SyFy games, eventually reaching 15k monthly active users

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