BRUCE BENSON | UI / UX / Visual Design

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EDUCATION

Bachelor's of Applied Science Web Design and Interactive Media

The Art Institute of Seattle

SKILLS

Design Tools

Sketch
Invision/DSM
Adobe Creative Suite
Figma

Dev Tools

HTML/CSS
jQuery
Unity, Vuforia

RECENT EXPERIENCE

Product Designer

Microsoft (via TEKsystems)   10/2018 - 4/2019

Working in the Xbox Design Studio, I contributed as a designer supporting Xbox Game Pass, as well as Microsoft Azure PlayFab. My primarily task was to audit and consolidate UI/UX patterns and components into Sketch/DSM design libraries for designers and developers.

Product Designer

T-Mobile (via Collabera)   5/2018 - 9/2018

Responsible for UI/UX tasks (information architecture, user flows, wireframing, prototyping) for a multi-platform business-to-business communication app (web and native).

Production Designer

Microsoft (via Collabera)   2/2016 - 8/2017

Working at Xbox R&D, I contributed as a production designer on a variety of Xbox features and services, both on the Xbox console, as well as native desktop and mobile applications.