Brandon Crooks.

Product Designer with a focus on UX design, interaction design, and prototyping.

Experience.

Critical Mass   User Experience Architect, Jun. 2017 – Present

Collaborate with strategy, design and user testing to define unique solutions and translate concepts into effective information architectures.

Group SJR   User Experience Designer, Sept. 2016 – Feb. 2017

Lead UX designer for GE Reports & GE Voices corporate site redesign. Collaborated with product management and engineering to define solutions for product direction. Conducted user research, produced wireframes, mock-ups, task flows, prototypes, and design specifications. Clients Included: GE, Pfizer, Lands End, Special K, and J&J.

Various Clients   Freelance Product Designer, Nov. 2015 – Present

Collaborated with product management and engineering to define solutions for product direction. Conceptualized original ideas and conducted user research and evaluated user feedback. Clients included: Vizo News, Midwayz and Zoe Ministries.

Appular   Product Designer, Sept. 2014 – Jul. 2015

Produced wireframes, mock-ups, task flows, prototypes, design specifications and provided implementation testing. Designed interface for both iOS and Android. Lead and on-boarded new team members.

Info.

Skills	Software	Languages
Product Design	PS, AI, ID, AE	HTML/HAML
UX Design, Testing	Sketch	CSS/SASS
and Research	Flinto, Pixate, Origami	JavaScript
Prototyping	Cinema 4D	Bash/Shell Script

Education.

Art Institute of NYC   2013 – 2015

Web Design & Interactive Media (AoS)

Art Institute of FL   2012–2012

Broadcast Engineering (inc.)