

# BRIANNA BUISSEETH



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## EDUCATION

○ Bachelor of Science	Minor
Interactive Digital Media	Graphic Design
Drexel University	Drexel University
September 2017 - 2021	September 2019 - 2021

## SKILLS

○ ADOBE SOFTWARE	PROTOTYPING TOOLS
Adobe Illustrator	Figma
Adobe Photoshop	Sketch
Adobe After Effects	Invision
Adobe Indesign	Axure RP 10

## EXPERIENCE

### EPAM SYSTEMS - EXPERIENCE DESIGNER

OCT 2021 - MAY 2023

Designed intuitive user interfaces for internal applications and developed wireframes, prototypes, and mockups using applications including Sketch and Figma. Ensure designs align with client brand guidelines in order to maintain a consistent visual style across applications and platforms. Continuously refined and improved designs based on data-driven insights and user-centered principles. Collaborated closely with cross-functional teams, including developers and product managers, to ensure the effectiveness and the feasibility of design concepts to meet stakeholders needs.

- Organized and structure content and information in a logical and user-friendly manner.
- Developed high-fidelity wireframes to improve the layout and basic functionality of digital products.

### AFIYE - DREXEL UNIVERSITY SENIOR PROJECT

SEPT 2020 - JUNE 2021

Established brand identity for a family centric social platform. Organized and led several accounts of virtual workshops and interviews with repeating and new participants. Composed a complete user story throughout the project Afiye. Designed cohesive promotional materials for print, digital and video media.

- Utilized strong assessment skills to determine necessary changes for the evolution of the project.
- Produced high quality assets across multiple mediums.

### EPAM SYSTEMS - ASSOCIATE EXPERIENCE DESIGNER

MARCH 2020 - SEPT 2020

Visualized and designed campaigns across various physical and digital media to solidify existing client brand identities. Collaborated with multiple asynchronous remote teams and stakeholders. Designed digital products for a wide range of industries. Delivered high quality deliverables utilizing prototyping tools, Adobe Creative Suite and other multimedia programs to effectively complete the project. Participated in diverse virtual experience research workshops with key project stakeholders. Encouraged the utilization of the latest digital tools.

- Researched and designed innovative digital solutions.
- Adapted to new programs to achieve project goals despite short deadlines.

### THUNK - DREXEL UNIVERSITY JUNIOR PROJECT

SEPT 2019 - MARCH 2020

Created and designed the brand identity for a multiplayer online game that inspired creativity. Collaborated a team to develop an iterative/expandable design system. Lead research workshops and user play testing sessions to improve and iterate. Managed and outsourced third parties for additional project elements.

- Synthesized mediums to achieve an accomplished final product.
- Produced high quality deliverables using various digital tools.