**Brian Humrichouser**

Portfolio: <http://brianhumrichouser.com/>

**Introduction:**

I am a passionate designer who enjoys creating delightful experiences. For over 12 years I have designed UX and visuals on an array of teams; from startups as the sole designer, to large product teams at Amazon and Microsoft.

**Experience:**

**Amazon - Prime Video | UX Designer | 2016 - 2019**

As part of a v-team for channels and subscriptions, I concepted and created UX/UI for a variety of cross-platform

initiatives. I was a key player in reenvisioning the Prime Video navigation from both a UX and visual perspective.

Additionally, I worked with research and PM to launch a successful channel offering free content, supported by

ads to Prime and non-Prime customers alike.

**CNN | Zite Personalized Magazine | Lead UX Designer | 2011 - 2012**

Zite was a personalized magazine that offered tailored articles based on an amazing algorithm. As the sole designer

on a product team of five, my responsibilities included creating end-to-end user flows across iOS, Android, and

Windows phone, as well as supplying designs for digital ads, the product site, and marketing related collateral.

**Porcelain LLC | Founder | 2013 - 2016**

A limited liability company through which I worked with startups to conceptualize products and carry them to launch.

As sole designer, I managed and supplied all design needs from logos and websites to full featured applications.

Clients include: Techtonic, Digium, Clevertech.

**Microsoft Bing | UX Designer II | 2009 - 2011**

I was a key contributor to Bing UX; from the overall visual system, to working on social integrations with Facebook.

In addition, I lead the design for Bing Entertainment which was a new initiative to create visually rich answers and

domains around entertainment related queries. I created the first Bing Social Guidelines, and pushed for visual and

typographic consideration throughout the ecosystem.

**Microsoft Entertainment Experience | Graphic Designer III | 2008 - 2009**

Partnered with product teams to design Xbox and Zune related materials. I created UX/UI and layouts for client

software and designed interactive, marketing websites showcasing products and features.

**Education:**

**Ohio University | Graduate**

Bachelor of Fine Art – Graphic Design

Bachelor of Telecommunication – Video Production