BRYAN
WALKER

UX DESIGNER & TECHNOLOGIST

I care about the way people experience technology. If it isn't usable, it isn't useful. Through research, design and prototyping I work to create interactions and experiences that favor simplicity over cleverness.

CONTACT ME

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PROFESSIONAL SKILLS

Experience Design ● ● ● ● ● ○
Interaction Design ● ● ● ● ● ○
User Research ● ● ● ● ○ ○
UX Strategy ● ● ● ● ○ ○
Javascript ● ● ● ● ○ ○
CSS/HTML ● ● ● ● ● ○

Sketch ● ● ● ● ○ ○
Illustrator ● ● ● ○ ○ ○
InDesign ● ● ● ● ○ ○

WORK EXPERIENCE

Present

UX TECHNOLOGIST
at LibreDigital / RRD ⬤ Austin

Leading UX strategy for flagship product, interaction design and user research. Design and build research tools for use at conferences and in the field. Implementing UI for flagship product utilizing CSS/HTML/JS and maintaining documentation for its design library.

2006 - 2014

SENIOR DESIGN TECHNOLOGIST
at frog ⬤ Austin

Built prototypes ranging from technology feasibility to interaction spikes (touch, gesture, Kinect, mouse + keyboard, 3D). Delivered production-ready design + technology libraries of wireframes, HTML markup, cross-browser tested CSS and Javascript to Fortune 500 clients.

2005 - 2006

WEB DEVELOPER
at The Knot ⬤ Austin

Maintained and expanded HTML/CSS templates used by The Knot and sibling sites. Prototyped and developed feature pages (HTML, CSS, JS, Flash) like the engagement ring configurator.

2004 - 2005

WEB DESIGNER & DEVELOPER
at Galaxy Scientific ⬤ San Antonio

Designed and built a classroom-based education system in Flash that served media-rich curriculum in our own custom format.

EDUCATION

2000 - 2001

PSYCHOLOGY
at San Antonio College ⬤ San Antonio

1998 - 2000

COMPUTER SCIENCE
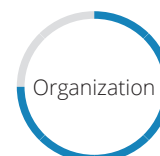at Texas A&M University ⬤ College Station

PERSONAL SKILLS

Team Work   Patience   Organization   Leadership