
LEE BRENNER

I am an agency and start-up owner, a creative leader, a teacher, and an individual contributor. I lead teams, conduct research, run workshops, design, code, and do whatever else is necessary to ship digital products.

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Bachelor of Computer Science, Baylor University, 2000

CURRENT STUFF

HEAD OF PRODUCT DESIGN ALEGION, 2019–PRESENT

Leading all product design initiatives, launching a greenfield SaaS platform, supporting marketing efforts, conducting reserach, managing and arowina team.

No case study, but I've got lots of stuff to share!

ADJUNCT PROFESSOR UNIVERSITY OF TEXAS 2017–PRESENT

Teaching Introduction to Computer Science and guest lecturing on Prototyping and Storytelling for UT's Center for Integrated Design

naptimeyay.com/University-of-Texas ▶

INDEPENDANT CONSULTANT CINESCOPE 2015–PRESENT

Designed, developed, and launched Cinescope, a custom camera app for directors and cinematographers

naptimeyay.com/Cinescope ▶

OTHER STUFF

CO-FOUNDER BIGBIG BOMB, 2011–2014

Product design agency providing strategy, design, development, and product launch services for start-ups and companies

naptimeyay.com/BigBig-Bomb ▶

CO-FOUNDER AND VP OF PRODUCT HEYRIDE 2012–2013

Austin's first ride-sharing service, acquired by SideCar

naptimeyay.com/Heyride ▶

PRINCIPAL PRODUCT DESIGNER DUO 2018–2019

Design lead for greenfield ML product offering, workshop creation and facilitation, research, creative direction, mentorship, design system and component development

naptimeyay.com/Duo ▶

SR EXPERIENCE DESIGNER HONEYWELL 2017–2018

Design lead for Architecture & Innovation Lab, creative lead and developer for two greenfield product launches, research, usability testing, augmented reality development, and ML/big data productization

naptimeyay.com/Honeywell ▶

INDEPENDANT CONSULTANT FLIGHTAWARE 2015–2017

Design and development lead for iOS app redesign, design lead for website redesign, research, and usability testing

naptimeyay.com/FlightAware ▶

SR DEVELOPER AND DESIGNER THIRTEEN23 2008–2011

Technology lead for client and internal work, prototyping, design, SXSW speaker

SR TECHNOLOGIST FROG 2005–2008

Technology lead for client and internal work, prototyping, interaction design, training, mentorship