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HEY BASECAMP 🙌

Long time admirer, first time hat-in-the-ring-thrower here. Nineteen years counts as a long time, right? 2011 certainly *feels* like a long time ago. I mean, Game of Thrones, Minecraft, and Sharknado didn't even exist yet. Anyway, 2011 was the year my friend and I created our own design and development agency, and we looked to y'all — *y'all*? that's right, I'm from Texas — as a company who's values we wanted to model in our own.

Since then I've had a successful startup, I've got two well-received apps in the app store, I made a pretty-ok plugin for Figma, and I'm leading the design effort to launch three major product offerings at a machine learning startup.

You might be asking, "if you are Head of Product Design why would you be willing to take both a title and a pay cut to work with us?"

Here's why: I'm a maker, not a manager. The reason I can use Swift to create an iOS app and also use HTML, CSS, and JavaScript to make a Figma plugin is because I love writing code. The reason I also design the experiences for the things I code is because I love figuring out how to create things other people enjoy using and will pay money for. I love doing ALL the things 🌟 ...well, except managing.

Basecamp seems like good people. That's what I gather by having watched Basecamp grow and evolve over the years. You've never been about hyper-growth and unicorn valuations, and you back up your strong opinions and attitude with the concrete evidence of your behaviors and products. Those are the kinds of folks I love working with.

Thanks for your time...and don't forget to vote!



Lee Brenner