

GARRETT GALAYDA

Lead Product Designer

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<http://productdesigner.io>
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Product Designer of 12 years with a background in User Experience, User Interface and Front-End Development

Design Disciplines

Customer Experience
UX Design
UI Design
Product Design
Interaction Design
Visual Design
Branding & Marketing

Tools

Sketch
Principle
Invision
Adobe CC
Sass
Git

Education

Bachelor of Arts
(Visual Communications)
IADT Chicago
2003-2006

Braintree - Lead Product Designer

2018-PRESENT

I currently work as Lead Product Designer at Braintree. Shamelessly spreading design thinking in an engineering driven environment. Facilitating Problem and Solution Discovery sessions to help define and prioritize problems to solve. Focused on customer satisfaction and retention of merchants after they have onboarded. In addition, I collaborate and contribute user vetted design patterns to the company wide design system and help build consensus across all design teams.

The Parking Spot - Lead UX Designer

2016-2018

I worked with theparkingspot.com as Lead UX Designer to improve their existing product. I lead the re-design of their website and mobile apps and refined the design system over time through weekly feature based design sprints. Working with the product owner, head of technology and marketing director, I turned complex features into optimal designs across their website, apps and kiosks to ensure a seamless customer experience.

Doejo - Senior UX Designer

2010-2016

I led small teams of designers and developers through complex projects for startups and fortune 500 companies. My focus was to break down big ideas into actionable MVP's and lead the product design. The majority of my time was spent on User Interface Design and Visual Design. A couple of notable projects include the release of reverb.com (a marketplace for musicians to buy and sell instruments) and BuzzDraft.com (an online fantasy sports betting platform based on real time data).

The Royal Order of Experience Design - UX Designer

2007-2010

I worked with a small team of designers balancing my time between Interaction Design and Front-End Development. Clients included Patagonia, SubZero and NEC.