

BRIAN SAUNDERS
SAUNDERSBD@GMAIL.COM

EXPERIENCE

PAYLOCITY

PRODUCT DESIGNER (JUNE 2016–PRESENT)

At Paylocity, I work closely with multi-disciplinary teams to design and build software products from the ground up. I enjoy being involved in multiple aspects of the design, from user research, to content strategy, to visuals. It's a heady feeling knowing that tools I design are used by thousands of people at work every single day. Bigger projects I've worked on include:

A social networking space that companies use to engage with their workforce and collaborate on projects

A data-driven retention risk dashboard that helps administrators identify employees who might be at the greatest risk of leaving the company

An internal design system that is the backbone of every single product the company offers

VOKAL

USER EXPERIENCE DESIGNER (MARCH 2014–FEBRUARY 2016)

As a member of a small design team I was often the sole designer of products that spanned many platforms, including iOS, Android and Web. At Vokal I was responsible for the entire design process as well as weekly presentations and client demos. Some of the products I played a significant role in include:

A new customer portal for Constellation Energy in Houston Texas

A multi-platform booking experience for campgrounds across the United States

An app to help high school students research their college choices

MADDOCK DOUGLAS

USER EXPERIENCE DESIGNER (JUNE 2010–OCTOBER 2013)

At Maddock Douglas I worked with a talented team to help our clients identify opportunities for innovation in their industries. My work involved lots of conceptual design, prototyping, and storytelling.

EDUCATION

BFA VISUAL COMMUNICATIONS

NORTHERN ILLINOIS UNIVERSITY (DEKALB, IL – 2009)

SKILLS & KNOWLEDGE

HTML/CSS

JAVASCRIPT

INVISION

FIGMA & SKETCH

ADOBE CREATIVE SUITE