

Brian Saunders

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Experience

Senior Product Designer, Paylocity

June 2016–Present (Schaumburg, IL/Remote)

For the last 2 years at Paylocity I've been the lead designer for Community, a product that helps teams collaborate and stay aligned.

Previously I created a new design system for a video player, designed a dashboard for helping companies understand and improve employee retention, designed a tool to calculate prorated and retro pay amounts, and devised an aggregated employee record experience. I also contributed components and documentation to Citrus, Paylocity's internal design system.

User Experience Designer, Vokal

March 2014–February 2016 (Chicago, IL)

At Vokal I defined user experiences, built interactive prototypes, and planned and executed research activities. I also created and leverage design systems to deliver work across multiple platforms in collaboration with engineering teams.

User Experience Designer, Maddock Douglas

June 2010–October 2013 (Elmhurst, IL)

At Maddock Douglas I worked on a team that redesigned the member portal for Blue Cross Blue Shield of Michigan, and helped define a system of components that was used to build and maintain the application. I also used my HTML and CSS skills to prototype experiences that helped our clients secure funding for internal projects.

Education

BFA Visual Communications, Northern Illinois University

May 2009 (DeKalb, IL)

I received a design education grounded in developing good taste and solid design fundamentals. NIU prepared me to be an effective designer in any medium by teaching skills that were more durable rather than how to use whatever the latest software tool was.

Skills & Knowledge

HTML/CSS, JavaScript, Figma, Sketch, Adobe Creative Suite, and anything else you need me to figure out to solve the problem