

Gabriel Brown Product Designer

Imbuing empathy and perspective
through experience and interaction design

Devengo, Lead Product Designer

March 2020 - Present | Madrid, Spain

As the only designer, took the responsibility from strategy to the design of Devengo, a mobile app for salary advances. Followed lean startup approach: MVP and rapid iterations. During this time I was involved in some projects with the marketing and business departments.

Blueliv, Visual & Product Designer

March 2017 - Present | London, U.K - Remote

Brainstormed and crafted multi-platform (web and print) graphics and websites for various products in the company that increased its revenue by 30%. Also, designed and validated all the quarterly reports (web and print) for big clients such as Allianz.

Loycus, Product Designer

January 2019 - March 2020 | Madrid, Spain

Researched and identified problems through stakeholder talks and user research in the complex industry of finance. Designed and validated workflows and interfaces through iterations. Collaborated with multiple roles to drive alignments.

Studio Analogous, Product & Branding Designer

May 2016 - March 2019 | New York, NY - U.S.A

Worked in collaboration with an engineering team on the visual and interaction design of multiple successful web and mobile projects. Took part in the understanding and design phases of two big "inclusive-first" projects, including user and competitive research, wireframing, visual design, accessibility testing, and various other communication assets.

Daikin Applied, Jr. UI Designer

August 2015 - October 2017 | Miami, FL - U.S.A

Redesigned main task flows of Daikin Applied Americas, an air conditioning platform, and delivered comprehensive design specs. As a UI designer, I also was involved in some graphic design tasks such as branding, social media, and editorial material.

O-MSI UX & Research Design

University of Michigan

March 2020 - Present

MA Certification in Design Management

University of The Arts: London

March 2014 - March 2015

BH Graphic Design Degree

Institute of Design of Caracas

September 2010 - August 2013

Skills

- Low to High Fidelity Design & Prototyping
- Personas
- Storyboarding
- Wireframing
- User Research
- Usability Testing
- User Journeys
- Architecture of the Information
- Branding
- Digital Marketing
- Social Media Strategy

Tools

Sketch	Principle
Photoshop	Framer
Illustrator	InVision
InDesign	Optimizely
After Effects	Quaraloo

Languages

Spanish	English	German
Fluent	Fluent	Limited