BRIAN LEVY

UX, UI, & INTERACTION DESIGN

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BRIANDLEVY

HELLO, I'm a multi-disciplinary designer experienced in both the web and print. My strengths are in the visualization of a system from structure and flow to visual and interaction details.

I'm at my best when digging in to understand design problems and then bringing the solutions to life through wireframes, mockups, and prototypes.

I bring to the table a combination of creative, technical, and problem-solving skills that include: concept development, user flows, information architecture, wireframing, interaction design, prototyping, visual design, and production. I'm also pretty handy with front-end code (HTML, CSS, and a bit of JavaScript) and have made my fair share of git commits, often without breaking anything.

EXPERIENCE

9.2022 TO 4.2023

SR. UX DESIGNER
Microsoft, CX Studios (Contract)
Led design efforts for an internal application that project managers, account managers, and consultants use to manage and track project progress and resourcing in support of Microsoft's Enterprise customers.

- Worked with program managers to translate business needs and requirements into user flows, mockups, and prototypes.
- Partnered with the development team to ensure the delivered product aligns with design vision and standards.

2.2021 TO 8.2022

SR. UX DESIGNER
Microsoft, Modern Work Customer Co-innovation Team (Contract)
An innovation team working directly with Microsoft customers to explore new technologies and product ideas.

- Coordinated and led design efforts for co-innovation projects, working directly with Microsoft customers
- Facilitated ideation and brainstorming sessions with customers to build domain knowledge and understanding of the problem space.
- Translated output from ideation and working sessions into concept designs, user flows, and mockups, and prototypes.
- Presented concepts, designs, and ideas with customers and internal stakeholders.
- Worked closely with development team to ensure fidelity to design vision and standards.

2.2020 TO 9.2020

SR. UX DESIGNER
Microsoft Research, Foundry 99 (Contract)
An internal incubator within Microsoft Research. Worked directly with researchers, project managers, and engineers to envision research projects as potential viable products.

EARLIER

SR. UX DESIGNER	SR. UX DESIGNER	PRODUCT DESIGNER	SENIOR DESIGNER
AIM Consulting	**Filter**	**Infospace**	**The Cobalt Group**
2017 - 2018	2009 - 2017	2007 - 2009	1999 - 2005
	2006 - 2007		

EDUCATION & TRAINING

Art Institute of Seattle • Associate of Applied Arts, Visual Communication, 1995

Cooper U. • Interaction Design Practicum, 2008

KEY SKILLS

Concept development

UX/UI design

Interaction design

Visual design

Prototyping

OUTPUT

Site maps

User flows

Wireframes

High-fidelity mockups

Interactive prototypes

UI specifications

Style guides

Pattern libraries

Design systems

TOOLS

Figma

Sketch

Illustrator

Photoshop

HTML /CSS / JavaScript

Pen & paper

References available upon request