

Brandon Porter

Senior UX Designer (8+ Years Experience)

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Technical Skills

- User Research
- User Experience Design (UX)
- Design Systems
- Rapid Prototyping
- Information Architecture
- Search Engine Optimization
- Requirements Gathering
- Technical Documentation

Soft Skills

- Complex Problem Solving
- Collaborate with Others
- Able to Articulate Clearly
- Adaptable
- Attention to Detail
- Balance Multiple Projects
- Passionate about Design
- Hard Working

Tools

- Figma/Figjam
- Adobe Creative Suite
- Jira/Confluence
- Notion
- Miro
- Pendo
- Hotjar
- Survey Monkey

Education

Bachelors in Web Design

University of Utah

Associates in Animation

Salt Lake Community College

Portfolio

www.brandonporterux.com

Work Experience

UX/UI Designer – Xplor Technologies (Jan 2020-Current)

- Spearheaded modernization of a legacy POS dry cleaning software.
- Replaced outdated 1990s software with responsive web-based product
- Uncovered new opportunities & features through extensive research
- Tackled decades of accumulated settings, usability issues & tech debt
- Streamlined training of new users in a high-turnover environment
- Simplified experience resulted in faster & more accurate sales
- Empowered customers to customize their mobile & web-based apps
- New product dramatically shrank call volume in customer support
- Shifted company culture towards a user-centric approach
- Improved Dev handoff with POS Design Systems, & technical documentation

UX/UI Designer Dyno Nobel (Contract August 2019- Dec 2019)

- Saved mining companies a significant time through reporting tool.
- Improved planning and safety thru blast simulation tools
- Standardized printed blast report for all Dyno sites in the U.S.
- Sped up design production by implementing a design system.
- Worked with product owners to define strategy for reporting tool

UX Designer Fidelity Investment (Contract Feb 2019-Aug. 2019)

- Developed a strategy for a SASS app that supports 40,000 users.
- Transitioned app away from paper towards digital automation.
- Defined business process, tools, & workflow for new application.
- Validated strategy through user research & observations

UX/UI Designer DigiCert (Contract July 2018- Dec. 2018)

- Established & maintained a design system & style guide
- Created a design widget library to unify visuals for designers.
- Reduced & eliminated clutter from previous designers.
- Created a source of truth for writers, designers & developers

UX/ UI Designer- Blade HQ (Contract Jan 2018-July 2018)

- Redesigned & optimized e-commerce site for mobile devices.
- Restructured site navigation over several thousand products.
- Tested designs using wireframes, prototypes, & usability testing.
- Worked with content creators to develop a strategy for new site.
- Maintained #1 search result on Google through SEO practices

UX/UI Designer - LDS Church (Internship Dec 2016-Dec 2017)