

BRIAN KNUDSON

Edmonds, WA

Phone: (425) 591-3970

Email: bknudson@gmail.com

Portfolio: bknudson.com

SKILLS

TECHNICAL

HTML, CSS, and solid grasp of Agile and waterfall SDLC.

PRODUCTIVITY

MS Office, Lotus Notes, Google Docs

DESIGN

Axure, MS Visio, iRise, Adobe CC,

UX

Usability testing, wireframing, personas, prototyping, card sorting, etc.

LANGUAGE FLUENCY

English (native), Spanish (speak/read/write), Pig Latin.

ATTRIBUTES

Creative - Analytic - Strategic - Quick Learner - Efficient - Versatile - Articulate - Empathetic

PROFESSIONAL EXPERIENCE

THE GARRIGAN LYMAN GROUP - UX Architect (Jan 2014 - May 2016)

- Created Wireframes, sitemaps, and process flows for various client projects in a fast paced agency setting.
- Built interactive prototypes for formal usability studies.
- Provided strategic vision for marketing initiatives.
- Worked as user advocate across teams to maximize UX.

AT&T WIRELESS - UX Designer/Information Architect (Nov 2011 - Dec 2013)

- Managed changes to AT&T Premier and other AT&T Business websites.
- Created and managed wireframes and process flows for new pages and microsites.
- Collaborated with other designers to generate elegant solutions to complex problems.
- Contributed to new and existing Design Patterns to ensure consistency across projects.

FRESH CONSULTING - UX Consultant (Jul 2011 - Nov 2011)

- Worked to improve UX for multiple internal projects and websites.
- Performed heuristic evaluations and created design specs for engineers.
- Collaborated on monetization strategies as user advocate.
- Created and presented usability driven proposals for potential clients.

SANDSTORM PRODUCTIONS - Lead Experience Designer (May 2010 - Jun 2011)

- Designed mechanics and prototyped 2 lines of tabletop games.
- Wrote, edited, designed and tested rules documents.
- Designed and conducted focus groups, usability tests and play tests. Created wireframes, produced and maintained multiple websites.
- Demoed games at trade shows, wrote copy and designed sales collateral for games.
- Collaborated with other artists and designers to develop products for licensed properties including Marvel Entertainment, Jim Henson, Eric Carle, and The Darwin Awards.
- Worked with international and domestic manufactures to publish over 10 titles.

Publications include: Ergo, Globalization, Balance of Power, Hecho, Cambria, Hibernia, The Impossible Machine and Kittens in a Blender.

PROFESSIONAL EXPERIENCE (cont.)

IBM - Information Developer (Jun 2009 - May 2011)

- Produced and updated digital documentation for IBM Optim and zOS products.
- Worked closely with engineers to develop a mastery of complex products and features to effectively articulate processes to users.
- Spearheaded project to improve clarity and usability of error messages and the documentation of known issues.
- Created XML documents and tutorials according to IBM style guides.

MICROSOFT - Project Manager (May 2008 - July 2008)

- Managed coordination between various teams in the Venture Integration team.
- Coordinated shipments of network components for new MS acquisitions.

AT&T WIRELESS - Project Coordinator (August 2007 - May 2008)

- Managed the implementation of 3G network equipment for over 400 cell tower sites.
- Tracked progress and helped contractors to reach construction milestone deadlines.
- Coordinated purchasing, invoicing and financial logistics for over \$40 million in services.

CLOSET NERD GAMES - President/Game Designer (Nov 2004 - Present)

- Designed, prototyped tested and published a line of board and card games.
- Sold the company to Sandstorm Productions then regained control in 2012.
- Developed design spec for digital versions of new and existing titles.

FORMAL EDUCATION

University of Washington

Masters in User Centered Design and Engineering

Formally 'Technical Communications', the program emphasized Usability Testing & UX Design.

Brigham Young University

Bachelors in Philosophy

Studies emphasized logic, linguistics, cognition and game theory. Also studied biophysics.

BYU

Web Development Certificate

Formal training in HTML, Photoshop, Illustrator, InDesign, Flash, DreamWeaver and other web technologies.

References available upon request.