

BRIAN KNUDSON

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SKILLS + ATTRIBUTES

Creative - Analytic - Strategic - Adaptable - Efficient - Versatile - Articulate - Empathetic - Self starter

I do wireframing, prototyping, user testing, process flows, sitemaps, card sorting, personas, journey maps, content strategy and copywriting. I dabble in HTML + CSS, and I have solid grasp of Agile and waterfall SDLC.

Software: Axure, Adobe XD, Illustrator, iRise, Visio, InVision, Wordpress, Office, and a little Sketch.

PROFESSIONAL EXPERIENCE

MICROSOFT - UX Designer (Oct 2016 - Present)

- Created Wireframes, sitemaps, and process flows for Windows 10 Photos app
- Lead design effort for redesigning Albums and Album viewer.
- Lead design mobile companion app (iOS + Android)
- Created prototypes for user research studies
- Created and tested icons adopted into larger font.
- Contributed creatively to video editor features, mixed reality, and deep learning projects

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.
- Designed web applications for cross platform devices including mobile and tablet experiences.
- 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 microsities.
- 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, 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.

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 STUDIOS- Freelance Game Designer/UX Consultant (Nov 2004 - Present)

- Design, prototype and test tabletop board and card games.
- Sold the gaming aspect of the company to Sandstorm Productions then regained control in 2012.
- Consult with small businesses on digital strategy
- Build and maintain brochure websites for clients.

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.

