

BRIAN KNUDSON

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SKILLS & PROFICIENCIES

Skills: Wireframing, prototyping, user testing, process flows, sitemaps, card sorting, personas, interviewing, brainstorming, leading workshops, content strategy mobile first design methodology and copywriting.

Software: Figma, Sketch, Axure, XD, Illustrator, Visio, InVision, Miro, MS Office, Jira, Salesforce
Some HTML, CSS, React and JavaScript

PROFESSIONAL EXPERIENCE

AIM CONSULTING - Senior UX Designer (Nov 2021 - Present)

Worked on UX initiatives for Expeditors, Escoffier Culinary School, and Alaska Airlines. Helped define internal team vision and identity. Shipped products include video library, container tracking system, externship timecard system, job board, and resume builder.

LOGMEIN - Senior UX Designer (Oct 2020 - Nov 2021)

Managed a brand redesign and feature implementation for multiple GoTo products. Led relaunch of the Grasshopper VoIP mobile app for small businesses.

UNIVERSITY BOOTCAMPS - UX/UI Course Instructor (Sept 2020 - June 2021)

Taught UX design principles and helped students build a case study for a hypothetical mobile application.

IQVIA - UX Design Manager (Feb 2018 - April 2020)

Helped develop and implement the Apollo Design System in multiple IQVIA products and ran user research studies for design system components. Led research studies and championed mobile first design methodology throughout product line.

MICROSOFT - UX Designer (Oct 2016 - Feb 2018)

Worked on Windows 10 Photos app including a redesign of Albums and Album viewer. Created mobile companion app. Ran user research studies and developed features for the windows video editor.

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

Created Wireframes, prototypes, sitemaps, mobile apps and process flows for various client projects in a fast-paced agency setting.

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

Worked on AT&T Premier and other AT&T Business websites. Including eCommerce and customer support.

Closet Nerd Games (Sandstorm) - Game Designer (May 2010 - Jul 2011)

Designed, prototyped, tested and published multiple table-top games.

IBM - Information Developer (May 2009 - May 2010)

Organized and modernized documentation for database software.

FORMAL EDUCATION

UNIVERSITY OF WASHINGTON (2007-2009) ME in Human Centered Design and Engineering

BRIGHAM YOUNG UNIVERSITY (2001-2005) BA in Philosophy