

BRIAN ANDREWS

SENIOR USER EXPERIENCE DESIGNER

I believe that great design is the by-product of creative problem solving. I'm passionate about creating meaningful digital product experiences and advocating for the user while tackling challenging problems in a collaborative team environment.

brandrews.com

brandrews@gmail.com

410.948.0600

WORK

SENIOR USER EXPERIENCE DESIGNER

Peraton

August 2018 - Present

Supports Peraton's Social Security Administration contract. Collaborates with product teams to develop user questionnaires, conduct user interviews and analyze user feedback data to create presentations and reports on user experience recommendations. Developed user personas and journey maps, task flows, conceptual models, low-fidelity wireframes and high fidelity prototypes. Developed and conducted usability testing and made usability recommendations based on test results. Also led UX modernization projects with the Department of Defense and the State of Montana.

LEAD USER EXPERIENCE DESIGNER

Smartrac

Sept 2016 - August 2018

Lead User Experience Designer for Smartrac's Cloud IoT platform. Created mobile apps and websites that helped our partners achieve their goals of bridging physical products with digital identities in factories around the world. Collaborated with teams across the company to gather requirements, conduct user and stakeholder interviews and balance those with development team realities. Created journey maps, sketches,

wireframes, high-fidelity visual designs and motion prototypes to tell a story of the user's journey through the product.

USER EXPERIENCE DESIGNER

Naylor Association Solutions

June 2011 - Sept 2016

Led the user experience strategy and design for over one thousand client websites through requirements gathering, usability and analytics research and analysis, information architecture, wireframing, and coding HTML and CSS prototypes. Collaborated with the VP of Digital Products, the marketing and development teams and all other stakeholders on all aspects of digital products.

BUSINESS ANALYST

Boxwood Technology

June 2008 - June 2011

Created detailed requirements documentation and specifications for digital products. Collaborated closely with the development and product teams and met regularly with external clients to discuss project goals and progress. Worked closely with development as products were built and managed priorities, deliverables, and expectations across all stakeholders.

SKILLS

USER EXPERIENCE DESIGN

USER INTERFACE DESIGN

VISUAL DESIGN

WIREFRAMING

RAPID PROTOTYPING

USER INTERVIEWS

USABILITY TESTING

PERSONAS

JOURNEY MAPS

INFORMATION ARCHITECTURE

MOTION DESIGN

DESIGN SYSTEMS

STYLE GUIDES

DATA VISUALIZATION

REQUIREMENTS GATHERING

ANALYTICS RESEARCH

TOOLS

SKETCH

INVISION

FIGMA

ADOBE XD & CC

AXURE

BALSAMIQ

HTML5

CSS3

SASS

BOOTSTRAP

OMNIGRAFFLE

LUCIDCHART

CONFLUENCE

JIRA

EDUCATION

I am a self-taught User Experience Designer and a cornerstone of my philosophy is to always keep learning. The spectrum of UX is wide and there is always something new to learn, some new tool, a new approach to testing, a better way to design interfaces, etc. This continued passion for learning is one of the aspects of UX that has kept my curiosity fueled through the years.

[UNIVERSITY OF MARYLAND, BALTIMORE COUNTY](#)

Bachelor's Degree, English, 2002