

Brian Michael Jones

www.brianmichaeljones.com | info@brianmichaeljones.com | +1 (206) 227-3417 | Seattle, WA (Remote)

A multidisciplinary designer leveraging data, insights, and creativity to solve problems and bring visions to life. Proficient in ideation, storytelling, user experiences, and product strategy. Experienced in leadership, mentorship, and agile methodologies.

Skills

- Ideation, Storytelling, Wireframing, Prototyping, User Research, User-flows, User Testing, Accessibility
- Design Thinking, Information Architecture, UX Design, UI Design, Interaction Design, Product Design
- Visual Design, Logo and Branding, Typography, Photography, Design Systems and Style Guides
- Product Strategy, Agile, Lean, DesignOps, Roadmaps, Shipping Products, Enterprise Software
- Adobe Creative Suite, Figma, Miro, Slack, Office, DevOps, JIRA, Design Sprints (Scrum)
- Leadership, Mentorship, Collaboration, Communication, Copywriting, Presentations
- B2B, B2C, PaaS, SaaS, AI, Cryptocurrency, Blockchain

Experience

Senior Visual Designer

Indeed (Internal Platforms)

Sept 2022 – April 2023

- Enhanced internal customer insights tools, driving adoption by nine teams, creating a 67% increase in usage.
- Redesigned Indeed's public-facing website Indeed.Design, to launch in late 2024.
- Operationalized visual design processes to the point that management noticed increased team productivity.
- Collaborated with product management on new ideas for obtaining company OKRs.
- Mentored designers on personal and professional growth, resulting in two promotions at the Senior level.

Senior Product Designer

Microsoft (Experiences and Devices)

April 2020 – Sept 2022

- Led UX redesign of Templates for Office, resulting in the funding of Microsoft's new product, Create.
- Enhanced UX and visuals for Microsoft Support, increasing user feedback by 230% and subscriptions by 13%.
- Rebranded the organization, resulting in research reportings of a significant team-wide morale boost.
- Organization rebranding resulted in the VP of Design at Microsoft deeming the design work "next level."
- Built relationships across all disciplines and led the team in design exercises and workshops.

Senior Studio Design Producer

Microsoft (Cloud + AI Studios)

May 2019 – April 2020

- Drove operational strategies for nine product teams across the Dynamics 365 Business 360 Studio.
- Partnered with Research, Design, and Business on developing studio vision and strategy.
- Operationalized design processes, implementing design sprints and best practices for design reviews.
- Forecasted resourcing needs, addressed support requests, and handled contractor management.
- Screened, interviewed, and onboarded all FTE and vendor candidates for each product team.

Senior Product Designer

Microsoft (Advanced Services Delivery)

Oct 2016 – May 2019

- Selected among two other established Microsoft designers to lead the product's redesign.
- Managed data and analytics, created team-wide processes, and built and maintained design systems.
- Directed IA, UX, and UI design experiences across all past and future Services Hub features.
- Led the team to increase Services Hub's new users by 253%, monthly users by 374%, and active users by 530%.
- Mentored junior and mid-level designers, playing a pivotal role in their personal and professional growth.

Senior Product Designer

UnitedHealth Group (Optum iDS)

April 2014 – April 2016

- Chosen from six other senior designers to lead the team's research and documentation efforts.
- Developed a pitch for successfully redesigning a corporate intranet, securing a multi-million-dollar account.
- Led the design team in securing funding for and developing and releasing three products within a year.

Senior UI Designer

Boeing (Effective UI)

Jan 2013 – Mar 2014

- Hired by EffectiveUI to be placed on-site with their largest client, Boeing, to lead their creative team.
- Collaborated with cross-functional teams to build, manage, and maintain Boeing's design systems for native apps.
- Designed the UX and UI of Boeing's TurnTime, resulting in winning the 2012 Bronze American Business Award.

Senior Visual Designer

NCSOFT

May 2011 – Dec 2012

- Chosen from 3 other designers to lead the site redesign of the most anticipated MMORPG of 2013, Wildstar.
- Designed banner ads, promotional events, and site improvements for the launch of universally acclaimed GW2.
- Developed the business strategy for mobile web design, resulting in over half a million dollars in annual savings.

Visual Designer

Sur la Table, Curvine, and Nintendo

May 2000 – May 2011

- Sur la Table: Led the UI and visual redesign of their e-commerce site, increasing sales by 8% in the first year.
- Curvine: Designed 30 websites in under a year and re-envisioned their marketing strategy, doubling revenue.
- Nintendo: Designed Nintendo Power Magazine articles, game box art, manuals, and Zelda's first-ever website.

Education

BA in Design and Visual Communications

Art Institute of Seattle

Sept 1995 – July 1999