

Brandon Griggs

Designer, artist, human

Experience

July 2021 - April 2024

Product Designer, Cisco

Create and iterate product features for the CX Cloud software suite at various stages. Had a direct focus on the administration space of CX Cloud and worked with large teams in development, product owners, project managers, content designers, user researchers, and visual designers to craft end-to-end product experiences. Major efforts were applied to keeping various team members aligned and on track with estimates/timelines of features and products being built. Attend user research sessions to gain insight into user expectations both predicted and unpredicted. Continuously work with the entire team through the development of products and features to ensure development is in line with designs.

January 2016 - July 2021

UI/UX Designer, Webonise Lab

Designed responsive websites and applications using a graphic design background to cement brand identities while maximizing user engagement. Gathered requirements from user testing, data analysis, product owners, and stakeholders to build user flows and insights while presenting projects at various stages to gather feedback. Helped design, document, and prioritize UI/UX improvements for user testing, conversion rate optimization, and initial website launches while working within tight time limits. Closely worked with the front-end team to ensure a smooth handoff of design deliverables and assets. Worked simultaneously on multiple projects for domestic and international clients.

October 2010 - December 2015

Electronics Sales Associate, Toys R Us

Maintained knowledge of all electronic devices and discussed user's needs to identify products that met those needs. Resolved customer's questions and concerns. Educated customers on device use and was able to gain an abundance of user experience and interaction knowledge firsthand from a diverse user base and several device types. Recommended video games to customers based on reviews and firsthand experience. Specialized in handheld electronics, computers, and video games.

March 2015 - April 2015

Graphic Designer, Flyers & Postcards for College

Due to my artistic sense was selected by the Senior Film Festival organization to design and produce themes for marketing and collateral material. Successfully translated subject matter into concrete designs for flyers, postcards, and other print elements while completing within tight deadlines.

Education

May 2011 - August 2015

BFA in Graphic Design, Champlain College

May 2008 - August 2010

Computer Animation & Web Design, Essex Technical Center

Contact

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Skills

UI / UX Design
Product Design
User Testing
HTML / CSS
Wireframing
Prototyping
Requirements Gathering
Responsive Design
Mobile Application Design
Conversion Rate Optimization
Demonstrating
Presenting
Communication
Prioritization
Animation / Motion Graphics
Cross Team Collaboration
Storytelling

Software

Adobe Creative Suite
Figma
Sketch
Invision
Android OS
iOS
Windows OS
Mac OS
Google Docs
Microsoft Word
Slack
Basecamp
Webex
Outlook

Interests

Gaming Communities
Video Game UI / UX
Data Visualization
Movies
Music
Photography