



Brett Rowley

Full stack designer with experience in engineering, project management, and human factors. Passionate about building robust and scalable UX.

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<http://brettrowley.me>

QUALIFICATIONS

Olin College of Engineering Graduated May 2014

B.S. in General Engineering with a Concentration in Product Design.
National Academy of Engineering Grand Challenge Scholar.

Nielsen-Norman Group Awarded September 2016

User Experience Certification by N/N-g for 30 hours of training and examination.

EMPLOYMENT

UI/UX Designer @ DataRobot April 2017 - Present

Part of a globally distributed design team focused on usability and scalable UX at a growing data science startup. Servicing multiple product development teams in parallel to ensure consistent and pragmatic design decisions. Currently involved in creating a product-wide Design System and establishing a beta customer research programme.

Product Designer @ RapidMiner June 2014 - April 2017

Sole designer at a data science startup, responsible for all levels of the design process: user research, feature ideation, visual design, prototyping, and usability testing. Introduced an all-remote engineering team in Europe to personas, design principles, and design sprints. Also assisted the marketing team with graphics and website updates.

Graphic Design Freelance May 2013 - Present

Provide independent graphic design services such as company logos, website layouts, posters, and software interfaces.

Mechanical Design Intern @ Boston Device Development June - August 2013

Interned at a product design consultancy. Worked with both industrial designers and mechanical engineers to help transition projects from design into development by designing, fabricating, and testing product prototypes.

COMPETENCIES

Usability Testing



Human Factors



Design Systems



Graphic Design



Project Management



InVision



Sketch



Adobe Creative Suite



HTML / CSS



Javascript / jQuery

