



# BRANDON MONER

## PRODUCT DESIGNER

### / ABOUT ME

I'm a designer that excels at finding the patterns to a problem and solving them at scale without sacrificing the emotional experience of a product. From vision building, to prototyping, to designing a shipped product, I have the skillset to carry an idea from its earliest form to a fully realized product.



### / CONTACT DETAILS

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### / WORK EXPERIENCE

#### >> User Experience Architect Associate Manager

Accenture Song | April 2022 to April 2023

- Orchestrated data-driven industrial safety action plans, enhancing compliance and operational integrity.
- Developed a talent management SaaS platform to optimize resource allocation, leveraging AI for predictive modeling.
- Fostered a culture of design thinking and agile methodologies among design teams.

#### >> Studio Design Lead

Allovus | August 2021 to March 2022

- Engineered an intuitive Microsoft Teams expansion targeting higher education, employing micro-interactions for enhanced user engagement.
- Revolutionized a modular HR onboarding experience, applying user personas and journey mapping.

#### >> Senior Product Designer

Rivian | January 2021 to June 2022

- Contributed to Facilities and Fleet OS, an integrated platform that utilized real-time analytics and IoT for efficient infrastructure and fleet management.

#### >> UX Designer II

Amazon Web Services | August 2020 to December 2020

- Spearheaded the design of Master Data Management application, utilizing machine learning algorithms for data consistency.
- Influenced AWS Polaris Design System, incorporating responsive design and accessibility features.

#### >> Senior Product Designer

Apptio | October 2019 to August 2020

- Amplified multi-cloud financial management tools with an interactive and intuitive UI/UX design.
- Innovated APEX-UI design system, injecting data-driven user insights for enhanced usability.

#### >> Associate Director, Experience Design

VMLY&R | October 2018 to October 2019

- Modernized FordPass app, incorporating IoT and extended remote functionality for the Mustang Mach-E.
- Served as a career development coach, implementing a mentorship program rooted in design best practices.



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PRODUCT  
DESIGNER



## >> UX Design Technologist

GE Digital | November 2016 to October 2018

- Architected the Persona Platform, a B2B tool that expedited project lifecycles through modular design components.
- Contributed to Predix, an edge-to-cloud IoT platform, by expanding its adaptive design system.

## >> Lead UX Designer

ThyssenKrupp Materials | February 2016 to November 2016

- Developed a mobile Proof of Delivery app leveraging geolocation and real-time tracking for optimized fleet management.
- Established a unified design language, codifying it into a robust B2B design system.

## >> UI/UX Designer

Real Integrated | November 2014 to December 2015

- Led an interactive hardware solution for General Dynamics, integrating multi-touch and haptic feedback.
- Revamped Burns & Wilcox's web architecture for improved SEO and user navigation.

## >> Web Design Specialist

CDK Global | April 2013 to November 2014

- Headed the design of Hydra CRM, employing predictive analytics to inform user interface decisions.
- Managed high-value regional accounts, focusing on UX/UI standardization across automotive verticals.

## >> Web Content Manager

Ruth Olson Photography | March 2010 to March 2013

- Developed and executed a digital marketing strategy that employed SEO and social media advertising, boosting sales by 175%.

## / EDUCATION

### >> Eastern Michigan University

Non-Degree Seeking | September 2003 to April 2010

Seeking further education into where design and technology intersects and can further influence the world around use.

## / SKILLS

- > Scalable design systems
- > End-to-end application design
- > Data-driven UX research
- > Team leadership