Brandon Moner

Lead Product Designer

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About

With over a decade of experience as a UX Product Designer, I specialize in crafting user-centered, scalable digital solutions. My focus is on translating complex user needs into intuitive designs, employing agile methodologies, design systems, and prototyping tools like Figma. My expertise spans UX research, wire-framing, responsive design, and cross-functional collaboration to deliver high-impact results that align business goals with user satisfaction.

Work Experience

LEAD PRODUCT DESIGNER, BMONERUI/UX – 2019 - PRESENT

- **Senior Product Designer** for Rivian's Fleet OS platform integrated into 100,000 Amazon fleet vehicles. Features included route optimization, IoT monitoring, and predictive maintenance.

- **Studio Design Lead** for the Microsoft Teams expansion into higher education, driving university adoption by 25%. Features included course management tools, attendance tracking, and student engagement analytics.

- **Senior Product Designer** for ApptioONE, a financial management tool, increasing adoption by 20%. And for Apptio's APEX-UI system, supporting scalable cross-platform development. Features included budget forecasting, multi-cloud cost tracking dynamic reporting, reusable UI components, custom theme integration, and responsive grids.

- **Product Design Lead** for an internal platform consolidation project at T-Mobile, streamlining employee access to tools and improving internal efficiency by 30%. Features included unified search, single sign-on, and integrated notifications.

- **UX Designer II** for Amazon's Master Data Management tool, improving data accuracy by 30%. Features included bulk data import, schema management, and error detection.

- **UX Architect** for a safety protocol application in industrial environments, boosting safety compliance by 20%. Features included real-time hazard detection, compliance tracking, and interactive reporting dashboards.

- **Studio Design Lead** for an HR onboarding platform at Thomson Reuters, reducing onboarding time by 20%. Features included dynamic onboarding flows, task tracking, and role-specific content.

USER EXPERIENCE ARCHITECT ASSOCIATE MANAGER, ACCENTURE – 2022 - 2023

- **UX Design Architect** for a Google Cloud-based AI talent matching platform and career development program, reducing bench time by 15% and boosting team satisfaction. Features included automated matching, skills profiling, career mapping, mentorship pairings, and predictive project recommendations.

ASSOCIATE DIRECTOR OF EXPERIENCE DESIGN, VMLY&R – 2018 - 2019

- **Associate Director of Experience Design** for the FordPass app, modernizing IoT features and boosting engagement by 35%. Features included remote vehicle control, real-time alerts, and in-app navigation.

UX DESIGN TECHNOLOGIST, GE DIGITAL – 2016 - 2018

- **UX Design Technologist** for GE's Persona Platform and Predix Adaptive Design System, enhancing productivity and accelerating deployment by 20%. Features included personalized dashboards, task automation, role-based access, adaptive UI components, cross-device compatibility, and scalable patterns.

LEAD UX DESIGNER, THYSSENKRUPP MATERIALS NA – 2016 - 2016

- **Lead UX Designer** for ThyssenKrupp's Proof of Delivery app and B2B design system, increasing fleet efficiency by 30% and improving brand cohesion. Features included geolocation tracking, delivery confirmation, signature capture, standardized UI patterns, accessibility support, and consistent visual language.

UI/UX DESIGNER, REAL INTEGRATED – 2014 - 2015

- **UI/UX Designer** for Real Integrated, delivering a multi-touch sales tool and overhauling a web architecture to increase traffic by 30%. Features included haptic feedback, gesture controls, 3D visualizations, improved navigation, SEO optimization, and custom landing pages.

WEB DESIGN SPECIALIST, CDK GLOBAL – 2013 - 2014

- **Web Design Specialist** for CDK's Hydra CRM platform, boosting retention by 20%. Features included CRM automation, analytics dashboards, and streamlined contact management.

WEB CONTENT MANAGER, RUTH OLSON PHOTOGRAPHY – 2010 - 2013

- **Web Content Manager** for Ruth Olson Photography's digital presence, increasing sales by 150%. Features included SEO-optimized content, social media integration, and e-commerce support.

Skills

User-Centered Design (UCD), User Experience (UX) Design & Research, Prototyping & Wire-framing (Figma, FigJam, Sketch), Interaction Design (IxD), Responsive & Mobile Design, Design Systems & Pattern Libraries, Usability Testing, A/B Testing, Heuristic Evaluation, Agile & Scrum Methodologies, Cross-Functional Collaboration, Information Architecture, Machine Learning (ML), Artificial Intelligence (AI), Accessibility & Inclusive Design, and User Interface (UI) Development.