Brian O'Shea

is a UX Designer and Strategist with 12 years of product and content experience

www.osheaUX.com
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Skills

Design:
Wireframing, Information Architecture, User Journey Mapping, UI Design, Personas, Prototyping, Design specs and documentation

Research:
Competitive/comparative analysis, Heuristic evaluations, Qualitative user interviews (remote or in-person), Usability testing, Actionable findings presentations and reporting

Planning and Strategy:
Product strategy, Stakeholder workshops, Roadmapping, UX Evangelism, Stakeholder Presentations and Storytelling

Creative Team Leadership:
Career Development, Mentoring, Department Oversight

Domain expertise:
Product and Content Development, Search, Community Management, Content Strategy and Curation

Tools

Design:
Sketch, Adobe XD, Adobe Illustrator, Adobe Photoshop, Omnigraffle

Prototyping:
Axure RP, InVision, Principle, Flinto

Research:
SurveyMonkey, Typeform, OptimalSort

Code:
Basic HTML, CSS, Javascript

Video Editing:
Final Cut X, Adobe Premiere

Experience

Sr. UX Designer   January 2016 - August 2019
BlinkUX // Seattle

Created dev-ready designs informed by user insights and product strategy. Tackled IA, wireframes, userflows, prototypes, ran qualitative research studies, and worked with fellow designers to craft final UI. Led strategic and design discovery workshops as well as conducted presentations to clients and stakeholders. Clients ranged from large enterprises (Apple, Google, Mastercard, Amazon) to growth-oriented startups (Zwift)

UX Designer   July 2015 - January 2016
Concur // Bellevue

As part of an in-house marketing agency - collaborated with internal stakeholders, designers and developers to research, scope, and design landing pages, tools, site components and global campaign experiences for Concur.com and localized international variants. Built prototypes and presented in-progress work in executive stakeholder review sessions and served as UX evangelist successfully adovcating for UCD processes.

Freelance UX Designer   May 2015 - August 2015
Broad Street Maps // Seattle

Researched, designed and prototyped a map analysis and data visualization web app built for Community Health Worker Program Managers working with NGOs. Conducted competitive/comparative analysis, heuristic evaluation, created user stories, sitemap and userflows, sketched, wireframed, and designed an interactive prototype. Held remote user-interviews and usability tests with participants in Peru, Thailand, Liberia and Rwanda.

Product Manager, Museum Community   May 2014 - November 2014
1000 Museums // Seattle

Co-Founder, Director of Product   March 2012 - December 2013
BuildersCloud // Bellevue

Senior Product Manager, Veer   July 2009 - March 2013
Corbis // Seattle & Calgary

Manager, Image Review   June 2007 - July 2009
Corbis // Seattle

Education

User Experience Design Immersive   2015
General Assembly // Seattle

Certificate in Software Product Management   2011 - 2012
University of Washington // Seattle

BA, Geography (GIS)   1997 - 2002, 2012
University of Washington // Seattle