

Jonathan Brazeau

DESIGN LEADER / MAKER / THINKER

Experience

FiveSixTwo 03/2020 - Present
Product Design Manager

In this role, I am directly responsible for all design that comes out of FiveSixTwo. I have developed a product design process, a hiring process, and a yearly salary evaluation initiative. I am also the principal behind several new hires and complete migration of our designs from Sketch to Figma. Some later accomplishments include mentoring and leading the design team as well as initiating several promotions.

ChowNow 04/2018 - 01/2020
Senior Product Designer

While at ChowNow I lead the design of their core product. Initiated usability testing for the first time at ChowNow. Leveraged analytics with our design team to streamline the flow of the product resulting in an 8%+ improvement in conversion rates. Lead the creation of our new design system and started a more efficient design process. All the while mentoring and hiring mid to junior designers.

NEOGOV 03/2017 - 04/2018
Product Design Architect

Lead design on NEOGOV's Analytics product from concept to initial MVP execution. Initiated and lead a complete overhaul of our design system including auditing and improving legacy design patterns and interface elements. Started a weekly compliance learning class for the design team. I was also the principal behind several new design hires and helped the team transition to a more efficient design process.

DataScience Inc. 05/2016 - 04/2017
Senior Product Designer

At DataScience I lead product on design of a new Python Notebook and data visualization system that would be used across all our apps. I established a design sprint process where there was none, and initiated a flexible component system for creating new features for our ever growing software product line.

Ubiquiti Networks 02/2014 - 04/2016
Senior Product Designer

At Ubiquiti, I was creative lead on a series of projects as well as providing user interface and user experience design. Projects ranged from task-based web applications to leads management software. We worked with small teams across different continents in order to bring efficient and elegant solutions to our customers and users.

MoPro / Mohawk Digital 02/2010 - 11/2014
Lead Interactive Designer

I was responsible for the design and user experience of responsive websites, kiosks, iOS apps, interactive wall displays and web apps for clients like: Levis, Frieda & Nellie, UFCW and Random House. As well as project management, delegation and time estimates for the Interactive design team.

Contact Info

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Education

CSUN - Class of 2008
BA - Visual Arts - Graphic Design

Tools in Use

Sketch, Figma, Principle, Descript, Photoshop, Illustrator, In Design, Invision, Usability Testing, Task Analysis, User Flows, Personas, RITE, Contextual Interviews, Site Mapping, Illustration, Basic Knowledge of Front End Development (CSS3, HTML5, JS)

Management Style

I tend to give designers a lot of leeway. I'm anti-micromanagement but pro touchpoints. A touchpoint is a reference, a point of interaction. I try to define a process with rules, guidelines, and policies and let designers work within that space.

