Jonathan Brazeau

PRODUCT DESIGNER / VISIONARY/ THINKER

In the last 13 years, I have led multiple design teams, built mobile apps for iOS + Android, and designed SaaS products in domains ranging from online food ordering to data science. I have designed for it all. My strengths lie in creative problem-solving, leading product design initiatives, designing for accessibility, and helping designers level up and grow.

My Experience

FIVESIXTWO   **DESIGN MANAGER**   03/2020 - Present (3yrs)

Here at FiveSixTwo, I mentor and lead an amazing design team. I was the principal behind 3 designer hires, drove our design process into sprints, and improved our velocity by helping the team recalculate our story point system. I also spearheaded the design of a handful of iPad apps and SaaS web applications.

CHOWNOW   **DESIGN LEAD**   04/2018 - 01/2020 (1yr 10mos)

Led design on the relaunch of ChowNow's 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. I also lead the creation of our new design system and started a more efficient design process, of course, all the while mentoring mid to junior designers.

NEOGOV   **SR. DESIGNER**   03/2017 - 04/2018 (1yr 2mos)

I helped launch 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 2 new design hires and helped the team transition to a more efficient design process.

DATASCIENCE INC.   **SR. DESIGNER**   05/2016 - 04/2017 (1yr)

At DataScience I helmed design of a Datascience platform 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   **SR. DESIGNER**   02/2014 - 04/2016 (2yrs)

Simplifying the complex was the name of the game at Ubiquiti. Some highlights include building a leads management platform for wireless internet service providers to launching solar panel monitoring and purchasing tools.

INTHEMO.COM   **JR. DESIGNER TO DESIGN LEAD**   01/2010 - 01/2014 (4yrs 2mos)

This was my start and I grew from a lowly Junior Designer to leading a small team. I was responsible for the interface design and user experience of responsive websites, kiosks, iOS apps, interactive wall displays and web apps for clients like: Global Citizen, Levis, frieda & nellie, UFCW and Random House. As well as building the IntheMo social platform.

Contact

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Education

CSUN
Class of 2008
BA - Visual Arts - Graphic Design

UX Tools

Descript, Hotjar, Invision Protyping, Usability Testing, Task Analysis, User Flows, Personas, RITE, Contextual Interviews, Site Mapping, Jira, Airtable

UI Tools

Figma, Sketch, Principle, Photoshop, Illustrator, In Design, Basic Knowledge of Front End Development (CSS3, HTML5, JS)

Diversions

My 2 best friends are cats. Sometimes I play Beatles songs on my guitar, board games and run weekly D&D sessions. Also I'm a Jeep person now...so I got that going for me.

JB