BRANDON HUNG
UX DESIGNER

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SUMMARY

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I'm focused on crafting meaningful experiences through design.

EXPERIENCE

Numly, Inc. / Principal, UX Design Lead
AUGUST 2021 - JULY 2022 / REMOTE

I led the design vision and worked with the VP of UX to set Numly's peer coaching platform direction. I designed an onboarding experience, program creation, admin analytics, profile, coaching session, notification experience, and a style guide / design system. This covers the entire UX spectrum, from concept, to wireframes, to interaction, and final visual design.

SquareFairy, Inc. / UX Consultant
MAY 2020 - PRESENT / REMOTE

I was the only product designer at SquareFairy, the main focus is to help people with their marital life who are getting married, currently married, and ready to move forward after a divorce. I designed product concepts such as the automated property split calculator, the company's proprietary feature. I also designed all branding, website, presentations, print materials, and promo videos.

NetEnrich, Inc. / Principal Product Designer
JULY 2017 - MARCH 2020 / SAN JOSE, CA

I led the design vision and helped to set product direction and managed two designers. NetEnrich's flagship product, ActonEye is a platform for digital operations that helps IT, partners, distributors, and operation teams to drive outcomes for their businesses such as revenues, cost, speed, and customer experience. Communication in channels for all entities with different work modes. I designed the work area that generates dynamic context, data visualization, analytics, and insights based on AI/ML for problem resolution.

Spigit/Mindjet / Sr. Interaction Designer - Principal Product Designer
MARCH 2012 - JULY 2017 / SAN FRANCISCO, CA

I led the design vision of redesigning the user experience of SpigitEngage and managed two designers and interns. SpigitEngage is a crowd enablement platform that applies social principles to the process of generating the best ideas for organizational challenges through collaboration and gamification. Responsibility usually involves working with stakeholders to conduct needfinding, creating information architecture schema, and designing sketches, flow diagrams, wireframes, mockups, and final visuals. I was also involved in numerous user testing and feedback sessions.

Fierce Wombat Games (Various, Inc.) / Game Artist
MARCH 2011 - JANUARY 2012 / SAN JOSE, CA

More on the visual side, I was a game artist with experience that includes

concept arts, character design, 3D modeling, UV mapping, and texture painting.

Various, Inc. / Sr. Web/Graphics Designer
JUNE 2010 - FEBRUARY 2011 / SUNNYVALE, CA

I was a designer in a 12 person design team. I created marketing materials, co-brand sites, landing pages, Flash piclists, sign up wizards, newsletters, email campaigns, and logo design.

RedWhale Software / Jr. - Sr. User Interface Designer
JANUARY 2001 - MAY 2010 / SAN MATEO, CA

I was the lead designer assigned to the company's major clients. I created experience that includes websites, intranets, desktop applications, cell phone user interfaces, and interactive CD-ROM applications. I also designed logos, marketing collaterals, powerpoint and multimedia presentation and layouts. I design for Globalization/Localization, rapid prototype scenarios, produce clickable mockups, wireframes, and visual designs.

AllAdvantage.com / Graphic Designer
JULY 1999 - JANUARY 2001 / HAYWARD, CA

I created animated banners, logos, prototypes, marketing collaterals, internet and intranet website layout design, and multimedia presentations.

EDUCATION

University of Silicon Valley (Cogswell Polytechnical College) /
Bachelor of Art in Computer Video Imaging (Concentration in Multimedia) - Cum Laude
SUNNYVALE, CA

Coursework in Graphics Design, Drawing for Animation, Storyboarding, Video Pre and Post Production, 3D Computer Modeling and Animation.

Santa Clara University / Engineering
SANTA CLARA, CA

Coursework in Logic Design, Circuit, and Thermodynamics.

Received minor in Mathematics and Physics

SKILLS

Traditional Art | Principles of Design.
Graphical Design Tools: Sketch, XD, Figma, Illustrator, Photoshop
Web Development: HTML, JavaScript, CSS.
Video Production: Adobe Premiere, After Effects.
3D Applications: Maya, Z-Brush, 3D Studio Max.

PORTFOLIO

My online portfolio: http://www.hungstudio.com