

James Brush Designer



jamesbrush@gmail.com

661.600.8231

Noteworthy

- Inventor
- Winner of numerous awards, fellowships, and scholarships in the arts and sciences
- Published author of several design focused books and scientific articles.

Skillset

- Outstanding communicator of complex ideas in simple, clear, and story-driven ways
- Sharp business acumen driving human insights toward world-class human experience solutions
- Veteran user of Adobe products including Illustrator, Photoshop, InDesign, and Animate
- Excellent abilities in HTML, CSS, and ActionScript; skillful with JavaScript
- Exceptionally talented artist in digital and analog media

Overview

Award winning designer with over 10 years professional experience

Unique graduate education in art and medicine

Passionate about conceptualizing, storytelling, and collaborating with others to improve the interactions between humans and technology

Education

California Institute of the Arts: MFA, Art & Technology, 2012

Art Center College of Design: Illustration, 2010

UCLA School of Medicine: MS, Biomedical Physics, 2006

UCSB: BS, Physics, 2003

Professional Experience

Sr. UX Designer, Advanced Bionics: 2015 - Present

Lead designer for customer experience initiatives including software and physical goods using interactive prototypes and motion to communicate ideas. Collaborating with numerous department leaders to build a cohesive brand and world-class technology offering by employing usability research tests.

Sr. Product Designer, CA Technologies: 2014 - 2015

Functional design lead for multi-billion dollar product and far future initiatives delivering business strategies, storyboards, icons, prototypes, and polished designs in static and motion formats. Established business-wide UI design guidance with educational and advocacy efforts. Championed user-first and mobile-first design endpoints while collaborating with executive management, product management, engineering, business analytics, vendors, and marketing groups in an agile-centric organization. Mentored design peers and colleagues.

UX Design Engineer, Hewlett-Packard: 2012 - 2014

Led interaction and experience design employing agile methodologies for the award-winning HP OneView product currently generating over \$1 billion in mixed revenue. Generated storyboards and visual assets, wrote technical documentation and marketing material, and helped write the product style guide. Presented at HP Discover and produced an interactive booth based on customer insights that now resides at the HP Executive Briefing Center sparking multi-million dollar leads and renewals. Prepared and performed usability studies to gain analytical and qualitative insight on product usage.

Programming Systems Engineer, Boston Scientific: 2007 - 2008

Strategized, designed, and programmed several mobile applications that improved training and support for employees, clinicians, and patients. Led the creation of interfaces, graphic elements, information architecture and interaction flows while conducting user experience studies and methods for product enhancements. Worked with business leaders to brainstorm and prototype exceptional customer support models.

Researcher II, UCLA School of Medicine: 2006 - 2007

Built an educational web portal for the UCLA Center for Biological Radioprotectors. Published novel methods for intercellular imaging of cancer cells in context of radiation-induced inflammation. Taught graduate and undergraduate level courses on cancer biology and medical imaging.

Designer, A Dot Apart: 2005 - Present

Conceptualizing and delivering projects for enterprise, non-profits, and individuals under tight budgetary constraints. Creating motion graphics, web content, mobile applications, and illustrations for digital and print.