

James Brush Designer



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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 and story-driven ways
- Business acumen with human-centered design approach to create world-class product solutions
- Power user of Adobe products; Axure, Sketch, Principle, InVision
- Efficient in HTML, CSS, ActionScript, and JavaScript
- Exceptionally talented artist in digital and analog media

Overview

Award winning mobile and desktop app designer with over 10 years experience
Passionate about conceptualizing, storytelling, and collaborating with others to improve the interactions between humans and technology
Unique graduate education and teaching experience in art and health

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 Lead, Walt Disney Studios: 2016 - Present

Led discovery and design efforts of highest priority projects. Spearheaded research activities and conceptualized business and product strategies. Illustrated storyboards, wireframes, interactive prototypes as communication and testing tools in an Agile environment. Seamlessly collaborated with and coached Senior Designers, Executive Management, Product, and Engineering Teams on user-centered design principles. Founded Walt Disney Design Collective to collaborate Disney-wide on the most challenging UX cases.

Sr. UX Designer, Advanced Bionics: 2015 - 2016

Lead designer for customer experience initiatives including software and physical goods using interactive prototypes and motion to communicate ideas. Collaborated with various department executive leaders to grow brand cohesion and world-class technology offerings through research and testing.

Sr. Product Designer, CA Technologies: 2014 - 2015

Functional design lead for multi-billion dollar product and first CA app marketplace delivering business strategies, storyboards, icons, prototypes, and final 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 yearly 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 2013 and produced an interactive booth based on customer insights that resides at the HP Executive Briefing Center sparking multi-billion 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.

Freelance, A Dot Apart: 2005 - Present

Conceptualizing and delivering projects for enterprise, non-profits, and individuals under tight budget constraints.