

Brian Heller

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UI Designer

Designing products that provide users with creative and beautiful solutions to their needs.

Education

UI Design Certificate

CareerFoundry.com

12/20 - 10/21

Animation Certificate

CareerFoundry.com

09/20 - 12/21

Bachelors of Architecture

Virginia Tech

2011-2016

UI Skills

Sketching

Wireframe

Prototyping

Task Analysis

User Stories

User Personas

Animation

Graphics

Research

Tools

Adobe Creative Suite

XD

Photoshop

Illustrator

InDesign

Lightroom

AfterEffects

Premiere

Figma

Rhino

SketchUp

AutoCAD

Misc

Photography

Carpentry

Drafting

Writing

Movie Trivia

Work Experience

Product Designer - 08/20 - Present

Commis Chef - UI/UX Designer

- Concept to Final design for responsive Web application
- Conduct User Research - A/B Testing and Interviews
- User Personas

Centered- UI Designer and Animator

- Transform wireframes into hi-fidelity product
- Creation of full walk through animation
- Design and implement logo and micro interaction animations

OnView- UI/UX Designer

- Concept to Final Design of native iOS and Android application
- Conduct User research to gain feedback on design functionality
- Full working prototypes created for both iOS and Android

Capital One Re-design- UI/UX Designer

- Research existing application identifying pinch points and potential improvements
- Conduct user research gaining feedback on the existing app to inform design
- Design from lo-fi sketches to Hi-fidelity mock-ups.

Assistant Store Manager/Designer - Framebridge 09/20 - Present

- Empathize with customer through questioning and observation of the art. Present and propose matting, frame style, sizing, and finishes to customer and assist them to make the best decision for their pieces.
- Manage and coach designers to provide an excellent and unique customer experience.

Project Manager - Caleb Linville Architects 05/19 - 12/19

- Manage all correspondence with clients, contractors, suppliers, and other consultants. Keeping all parties up to speed of their tasks and of necessary design changes maintaining the project timeline and budget.
- Balance multiple jobs concurrently at different design phases and of differing scopes including: Kitchen Renovations (DD), Full Gut Renovation (SD/DD/CD), Greenhouse (SD), A-Frame Cabin (DD/CD), and Apartment Renovation (CA).
- In only 7 months took a townhouse end-to-end from Design Development through Construction Documentation, DOB approval, and Bidding.

Intermediate & Junior Designer - DXA Studio 06/16 - 05/19

- Built and Managed the entire CAD Library with more than 150 unique components created. Providing consistent drawings across all projects in the firm, taught classes for the Junior Staff and Project Managers on drawing principles and practices resulting in drawings that were completed faster and with fewer errors.
- Train staff on the laser cutter and use of the print lab. Allowing the firm to create its first in house models for clients and marketing purposes. Saving the firm time and money as well as producing design iterations for projects.
- Solo Draftsman on two 22-Story buildings from Design Development through Construction Document Approval (2 years)

Awards

- Grand Prize - Metals in Construction 2019
"Midtown Viaduct" - DXA Studio - Team Member
Designer and Image Producer and Editor for final presentation board.
- At the Nexus Award 2016 - Virginia Tech
"Dense Space" - Team Member/Lead Designer with Adam Burke
Design, build, and instillation of hybrid art and architecture piece. Installed at the Smithsonian in 2017 and the Science Museum of Western Virginia