



Brian Orlando

Product + User Experience Designer

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EXPERIENCE

Product Designer

Microsoft Contract via Allovus, 10/2017 - 6/2018

Providing UX research and design expertise for the Windows and Devices Group with a focus on improving developer and partner experiences.

UX Designer

NASA Jet Propulsion Lab Graduate Project, 1/2017 - 8/2017

Researched and designed a collaborative VR interface for scientists and engineers at NASA Jet Propulsion Lab to use in the Europa Clipper orbiter mission.

UX Designer

University of Washington, 6/2016 - 3/2017

Led a series of design activities for the Department of Psychology to assist in the development of 2 data visualization tools: one for patients with chronic conditions and another for medical researchers.

Product Designer + Manager

Tapas Media Inc, 3/2013 - 6/2015

Oversaw product planning and strategy for Tapastic's web and mobile apps for a team of 12 developers, designers, and content managers. Researched and designed 30+ features that increased user engagement by 7x, signup conversion by 4x, and user retention by 2x, bringing the Tapastic platform to 1,000,000+ readers and 9,000+ content creators.

SKILLS

Competent in all stages of the design process, but specialize in user interface design.

Ideation	UX Research
Sketching	Visual Design
Storyboarding	Motion Design
Info Architecture	Rapid Prototyping
Interaction Flows	Usability Testing
Wireframing	Product Strategy
Redlining	VR/AR/XR Design

TOOLS

Familiar with major design tools and can learn new ones quickly.

Illustrator	After Effects
Photoshop	Premiere Pro
Sketch	Cinema 4D
InDesign	Adobe XD
Marvel	InVision
HTML5/CSS3	Mixpanel
Javascript	p5.js

EDUCATION

Master of Human Computer Interaction + Design

University of Washington
8/2017

Bachelor of Science in Business Management Information Systems

San Jose State University
Summa Cum Laude
5/2013

AWARDS

The IBM Great Mind Challenge First Place Team

Team competed in a prototyping competition against 22 top universities and 88 teams and received 1st place.

AT&T Accessibility Hackathon Winner

Team awarded for an app prototype that assisted the blind and handicapped.

SJSU NFC Hackathon First Place Winner

Team awarded \$1000 for creating an NFC app prototype and business plan.

Alpha Al Sirat Scholar

Awarded to the top 2 business students at San Jose State University