BRANDON RECHTEN

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SOFTWARE SKILLS

Figma	Jira
Sketch	Confluence
XD	Miro
InVision	Asana
Adobe Suite	Trello

TECHNICAL SKILLS

Wireframing
Prototyping
Information architecture
Drawing/sketching
Typography
Project management

SOFT SKILLS

Problem solving
Adaptability
Excellent communication
Asking questions
Accepting and learning from criticism
Working under pressure
File management and organization
Art/Creative direction

VALUES

Curiosity
Collaboration

CERTIFICATIONS

NN/g UX Certification
Interaction Design Specialization
Cert# 1035625

EDUCATION

BFA in Graphic Design & Photography
Mason Gross School of the Arts
Rutgers University, New Brunswick, NJ

IN A NUTSHELL

I have the technical skills for pixel-perfect screen design, but I believe the secret sauce for really great design is communication throughout the entire project. I end up spending a lot of time asking questions to figure out what the problems are before jumping to solutioning. I've been working in the design field for fifteen years, the early part was spent on consumer-facing websites and eComm design work, and the latter part has been designing for complex, enterprise web apps. Outside of design, I love photography, travel, and PC gaming.

WORK EXPERIENCE

iCIMS | Holmdel, NJ | *Senior Product Designer* 2019 – present
Worked on designing the experiences for users of iCIMS' applicant tracking system, a complex enterprise web app within a SaaS product suite.
- Collaborated with product management and engineering.
- Interacted with our users through interviews and card-sorting exercises.
- Met regularly with key stakeholders to get feedback and align on design decisions.
- Contributed regularly to the design system through the design and documentation of reusable componentry.
- Saved the company approximately $16k/yr on tooling.

Forbes | Jersey City, NJ | *Designer (Contract)* 2017 – 2020
Partnered with the digital marketing department on a variety of collateral, ranging from ebooks, newsletters, branding for sub-brand projects, web and social ads, as well as redesigning the user flow of subscription forms.

MAC Group | White Plains, NY | *Design Manager* 2015 – 2019
Worked in an in-house agency on the production of diverse collateral intended for a well-informed and knowledgeable customer base across 20 brands in the photo/filmmaking industry.
- Managed and provided creative direction to our internal design team as well as managing an outside design agency.
- Introduced the company to UX best practices, such as information architecture, scenario mapping, user flows, personas, and interviews.
- Oversaw the user experience and design for multiple web projects from initial sketches, through wireframing and development.
- Was integral in reworking internal processes as well as implementing a proofing platform for approvals and feedback.

Datacolor, Inc. | Lawrenceville, NJ | *Lead Graphic Designer* 2008 – 2015
Produced design solutions, from concept through production for the B2B and B2C sides of the color management industry.
- Literature redesign to establish brand consistency across entire industrial and consumer product lines.
- Designed trade show booths and collateral for all trade shows in the North and South American regions, saving thousands of dollars in external costs.