

BRIAN ROSS

Product designer

Experience

Cubby

Senior Product Designer • New York

May 2024 - Present

Design experiences that help storage facility owners and operators maximize revenue and occupancy through data-driven rate management, market intelligence, and AI-powered pricing recommendations. Led design for user management, call center tools, SMS messaging, auctions, physical mail, and facility sitemaps efforts.

Observe

Staff Product Designer • Remote

Sep 2022 - Dec 2023 (1 yr 4 mos)

Designed tools for an observability startup that help engineers make sense of and communicate how their systems work. Focused on dashboards, monitors, onboarding, and a script builder that enables users to visualize data, build custom monitors, and connect insights to system understanding.

Lido

First Product Designer • New York

May 2021 - Jul 2022 (1 yr 3 mos)

Led design for an early-stage startup developing a low-code platform built on spreadsheets. Collaborated closely with the founder and eng team to define the product vision, scale the UX, established a cohesive design system, marketing site, and brand.

Compass

Senior Product Designer II • New York

May 2019 - May 2021 (2 yr 1 mos)

Designed enterprise software at a leading real estate brokerage from its fast-moving pre-IPO stage into its post-IPO transition. Focused on agent search and workflows across the company's suite of enterprise tools and mobile apps.

frog

Contract Senior Interaction Designer • Brooklyn

Jan 2019 - May 2019 (5 mos)

Short-term contract on three agile projects in the banking and telehealth industries. Facilitated design sprints, workshops, and deep-dive field research.

Google

Interaction Designer L4 • New York

Jan 2016 - Dec 2018 (3 yrs)

Designed for Google Docs, Sheets, and Slides for web apps, mobile and tablet apps for iOS and Android to help enterprise teams work and collaborate better. Designed, conducted research, led sprints, vision planning, feature prioritization, and development. Helped implement and define Material Design system for editors.

MxM

Senior UX Designer • New York

Oct 2013 - Dec 2015 (2 yrs 3 mos)

Designed iOS, Android mobile apps and websites at a digital agency for range of clients.

Email

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Cell

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Portfolio

www.brianrossdesign.com

LinkedIn

www.linkedin.com/in/brianrossdesign/

Education

School of the Visual Arts

Continuing Education • New York • 2009 - 2013

Rutgers University

MFA • Visual Art • New Jersey • 2004 - 2006

DePaul University

BA • Art & Art History • Chicago • 1997 - 2001

Awards

Webby Award nomination

Best political site • 2013

Skills

B2B SaaS, Enterprise UX, End-to-End Product Design, AI-Driven Tools, Rapid Prototyping, User Research & Testing, Cross-Functional Collaboration, Design Systems, Product Strategy, Data Tables, Dashboards, Data Visualization, Forms, Accessibility (A11y)

Design & Prototyping

Figma, Proto.io, After Effects

AI & Research

Claude, ChatGPT, Perplexity

Collaboration & Analytics

Linear, Notion, Loom, Granola, PostHog

Technical & No-Code

VS Code, HTML, CSS, JavaScript, PHP, Webflow, WordPress, Glide