

Brian Ross

Product Designer

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Cell
917.697.9236

Portfolio
www.brianrossdesign.com

LinkedIn
www.linkedin.com/in/brianrossdesign/

Education

School of the Visual Arts
Continuing Education • New York

Rutgers University
MFA • Visual Art • New Jersey

DePaul University
BA • Art & Art History • Chicago

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

Design & Prototyping

Figma, Proto.io, After Effects

AI & Research

Claude, ChatGPT, Cursor

Collaboration & Analytics

Linear, Notion, Loom, Granola, PostHog

Technical & No-Code

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

Cubby

Senior Product Designer • New York

May 2024 - Nov 2025 (1yr 7mos)

Led end-to-end design for Cubby's Revenue Management Suite, including AI-powered pricing recommendations, rates, discounts, market intelligence, and operator tools for SMS, call center, auctions, user-management, and physical mail. Shaped the product direction, resulting in a top-10 enterprise client win and the company's record \$4M ARR month.

Startups - Breef, Knoetic, Trace

Freelance • Remote

Feb 2024 - Jul 2024 (6mos)

Worked with early-stage teams across creative-agency matching, HR analytics, and business insights tools to improve onboarding, outreach, and core product experiences.

Observe

Staff Product Designer • Remote

Sep 2022 - Dec 2023 (1yr 4mos)

Owned dashboards, monitors, onboarding, and the script/visualization builder for an enterprise observability platform. Simplified alerting and data-analysis flows to help users spot issues faster and act more confidently. Conducted usability studies to pinpoint workflow problems and prioritize targeted, tactical improvements.

Lido

Founding Designer • New York

May 2021 - Jul 2022 (1yr 3mos)

Served as founding designer, owning UX, design systems, and strategic product direction for a low-code application builder. Delivered early product, component library, marketing site used early customer acquisition and investor pitches. Strengthened the product story and design foundation that supported a successful \$5M funding round.

Compass

Senior Product Designer II • New York

May 2019 - May 2021 (2yrs 1mos)

Owned key agent workflows across Compass's web and mobile apps through pre-IPO to post-IPO growth. Led design for the AI-assisted CMA tool, working closely with ML, engineering, and research to streamline pricing and comparison tasks—boosting CMA creation by 3x and making the process 2x faster.

frog

Contract Interaction Designer • Brooklyn

Jan 2019 - May 2019 (5mos)

Worked across three short-term agile projects, designing and consulting for banking and telehealth clients at a category-defining, user-centered design agency.

Google

Interaction Designer L4 • New York

Jan 2016 - Dec 2018 (3yrs)

Designed for Google Editors Suite (Docs, Sheets, Slides) across web, iOS, and Android. Led design sprints, research, and long-term UX direction as the editors expanded from a consumer-focused product into an enterprise suite. Helped integrate Material Design across the editors, improving performance, usability, and consistency for millions of users.

MxM

Senior UX Designer • New York

Oct 2013 - Dec 2015 (2yrs 3mos)

Designed iOS, Android apps and web experiences for Fortune 500 clients including Sony Pictures, Victoria's Secret, Zaxby's, and Church & Dwight.