Brady Geyer

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PROFESSIONAL SUMMARY

Skilled User Experience Designer with a proven track record of four years in the field, specializing in interaction design, user research, and product design. Demonstrated ability to create intuitive and impactful user experiences across various platforms and industries. Equipped with strong problem-solving skills and a keen eye for detail. Seeking a remote or hybrid role to further contribute expertise and continue growth in the dynamic field of UX design.

SKILLS

Design: User Experience Design, User Research, Interaction Design, Information Architecture, User Interface Design, Product Design, Graphic Design, Typography Design, Prototyping, Product Testing, Storyboards, Wireframes, Personas, Journey Mapping, Copywriting
Tools: Adobe Creative Suite (Illustrator, Dreamweaver, XD, After Effects, InDesign, Photoshop) Figma, HTML, CSS
Programming: Python (Basic)

WORK EXPERIENCE

User Experience Designer — October 2021– Present
User Experience Designer Intern — August 2021 – October 2021
IGROK, Remote

- Collaborate closely with a small internal team alongside supporting large client teams on project goals and objectives.
- Create the user experience, interface, and product design utilizing Adobe Suite for several new and innovative products in the medical field.
- Advocate for and facilitated user interviews to gather qualitative data and validate design decisions, ensuring that user needs were accurately captured and addressed.
- Develop personas, storyboards, and journey maps to effectively communicate user insights and align project stakeholders on the envisioned user experiences.
- Work closely with engineer-based teams to ideate and iterate on product concepts, addressing both hardware and software capabilities and constraints to ensure feasibility and usability.

Undergrad Research Interaction Designer — June 2020 – December 2020
Robert Morris University, Pittsburgh, PA

- Collaborated with a small team to create an exhibition, hosted by Liftoff PGH through the Jewish Healthcare Foundation, based around theorizing the future of healthcare.
- Theorized and ideated the possible future of augmented reality technology inside the medical field.
- Researched current medical standards and practices to create a user interface for a proposed vein finding technology created by the engineering department.
- Utilized 360-degree cameras to simulate and capture the user perspective of undergoing blood extraction, integrating cutting-edge technologies to enhance understanding and empathy in medical procedures.

AWARDS

Best Interactive Design Portfolio — April 2021

- Named "Best Interactive Design Portfolio" organized by the Robert Morris University Media Arts Department.

EDUCATION

Robert Morris University — May 2021
Bachelor of Arts, Interaction Design