

Tom Brinton

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tombrinton.com

Skills

UX Design
Prototyping
UI Design
Figma, Sketch, Principle, Illustrator, Photoshop
Product Strategy
Animation and Micro-interaction Design
User Research
Systems Thinking

Work

Chatbooks

2017 - Present

Senior Mobile Product Designer

Led a redesign of flagship iOS project
Creating "Breakfast" design system
Mentoring junior designers

Leef

2015 - 2017

UX/UI Designer & Product Manager

2 iOS and 2 Android products brought to market
Managed UX, UI, and standups for 4 development teams
Responsible for new product ideation and creation
Led UX roadmap from research to implementation

Flip

2014 - 2015

UX/UI Designer & Founder

Brought an iOS app, an Android app, and a web-based product to market
Provided all UX/UI designs & layouts
Tested app regularly to improve experience

CitrusBits

2014

UX Designer

Designed wireframes based on user stories for 4 client apps

More

Brigham Young University

Graduated
Dec 2012

BA Communications

Emphasis in Advertising
Took 18 credits of Computer Science courses
Top 4 at BYU Mobile App Competition

Interests

Music - writing, recording & performing
Games - design & coding