

PATRICK BRENNAN

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Have truck, packed and will be at your location within the week, for the right position.

Summary

I'm a highly motivated, creative UX/UI Designer with WCAG experience. Designing products through collaboration with users, stakeholders, product partners and developers to create user-centered designs, prototypes and UI Design Systems for your products has been a passion of mine.

I use my investigative methods (surveys or interviews) to develop an understanding of user and business needs. I then start whiteboarding user centered workflows using my deep understanding of design principles. Once I feel they are ready, I test them out with our stakeholders/business, before creating the prototypes. I even test the new workflows with the developers to make sure the backend code can handle the new work. If there are any issues, I ask for an estimate to bring up the code and I report my findings to the Product Owner so the PO can adjust the project timeline to allow the dev's to work on the backend code.

Skills

- Responsive Designs
- Hand code XHTML
- CSS1, CSS2, CSS3
- CSS Optimization
- WCAG Compliance
- Semantic HTML
- Agile Environments
- Bootstrap
- LESS
- SCSS
- Foundation
- HTML 5
- Material Design
- Wireframes
- Atomic Design

Tools

- Sublime Text 2
- Dreamweaver
- Visual Studio
- Color Analyzer
- Figma
- Adobe Photoshop
- Adobe XD
- Jira
- Invision
- Sketch
- Adobe Illustrator
- Hotjar

Professional Experience

Cigna

Senior UX Designer

Remote Consultant

Mar 2023 – May 2024

Responsibilities

Cigna gave me a 12 month contract to redesign one of their drug SAAS enterprise applications. I completed the job in 7 months and due to my skills and experience, they extended me for another 12 months. In 2024, Cigna sold the application I completed for them for \$1,000,000 per app.

I was able to finish the application ahead of schedule due to the process I use. Here are some examples of how I approach every contract.

- Redesign the Enterprise application using today's standards.
- Work as a conduit between the stakeholders, business team, product owner and development team.
- Used Hotjar in my usability testing phase.
- Create a UI Design system using the Atomic Design Methodology.
- Create a color scheme to be compliant with the company and Section 508.
- Breakdown the application per user persona.
- Work on UI story's when UX work slowed down.
- Mentor Developers on best UI/UX practices.

Environment and Tools: Agile, Scrum, Figma, Jira.

Client Engagement Manager – Patrick has been a great resource for us at Cigna.

PWC

Senior UX Designer

Remote Consultant

Jun 2022 – Jan 2023

Responsibilities

PWC hired me to redesign their Marketplace application. I worked heavily with the Product Owner and their engineer to bring more usability to their new application, with a more modern look. Together we added more features to the application and it paid off because half way through the contract, our director went into a stakeholders meeting and they were blown away

with the our progress that they only thing they asked was “How much more money do you need?”.

- Work with Shareholders, Product Owners and Business to receive requirements for the redesign.
- Create UI Design System and components in Figma.
- Work on UI story’s when UX work slowed down.
- Used Hotjar in my usability testing phase.
- Mentor Developers on best UX practices.
- Design custom SVG icons.

Environment and Tools: Agile, Scrum, Figma, Jira.

Wells Fargo

Lead Wireframe Designer / Consultant

Oct 2021 – Feb 2022

Responsibilities

- Convert legacy wireframes into Figma.
- Receive requirements and create workflow wireframes.
- Mentor junior UX Designers on best UX practices.

Environment and Tools: Agile, Scrum, Figma, Adobe XD, Jira.

Baker and Taylor

Lead UI/UX Designer / Full-Time

Charlotte NC

Jun 2019 – Oct 2021

Responsibilities

Follett transferred me down to their sister company (Baker & Taylor) to help turn around the UX and UI of their app and websites. Through my leadership, I work with various departments and the off shore team to provide animated prototypes, help increase usability issues and design beautiful UI layouts. I also help guide the developers to make sure standards are in place for the HTML and CSS. I pair with the developers to show them the best practices when working with Bootstrap, Foundation, Material Design, LESS/SCSS and CSS. I also guide the BA’s and the QA team in the best practices for ADA Compliance.

- Transferred from Follett to their sister company (Baker & Taylor) to improve usability.
- Lead user experience from start-to-finish that delivered results.
- Mentored various departments and offshore team to increase the usability and UI layouts.
- Implemented standards using Style Guides and Pattern libraries.
- Collaborated with product manager to define features and how they map to customer needs.
- Help guide business and development teams on our Android/iOS mobile app to better serve our customer needs through wireframes and prototypes.
- Conducted workshops for developers on best practices for HTML/CSS and SCSS.

Environment and Tools: Agile, Scrum, Pair Programming, Sketch, Invision, Figma, Adobe XD, Photoshop, Illustrator, Bootstrap, Foundation.

Follett

Lead UI/UX Designer / Full-Time

McHenry ILL

Aug 2013 – Jun 2019

Responsibilities

Follett bought me on to help get them over their huge workload with a 6 month contract. After my manager watched me make a huge impact with their products by solving complex user workflows and engaging intuitive interfaces, he asked me to go full time.

- Increase usability by implementing Style Guides and Pattern Libraries.
- Mentored developers and offshore team to increase the usability and UI layouts.
- Conducted workshops for developers on best practices for HTML /CSS and SCSS.
- Lead user experience from start-to-finish that delivered results.
- Reduced negative comments by fixing usability.
- Collaborated with product manager to define features and how they map to customer needs.
- Increase sales through leadership and standards.

Environment and Tools: Agile, Scrum, Pair Programming, Sketch, Invision, Figma, Adobe XD, Photoshop, Illustrator, Bootstrap, Foundation, Material Design.

InfoTech

UI/UX Designer

Gainesville FL Consultant

Apr 2013 - Aug 2013

Responsibilities

- Increase UX/UI by implementing standards using Style Guides and Pattern Libraries.
- Implemented HTML/CSS/SCSS standards to reduce time for future enhancements.
- Conducted workshops for developers on best practices for HTML/CSS and SCSS.
- Improve usability workflows.

Environment and Tools: Agile, Scrum, Pair Programming, Sketch, Adobe XD, Photoshop.

Quill

UX/UI Designer / Consultant

Dec 2011 – Jul 2012

Responsibilities

Quill brought me on to redesign their eCommerce website. I worked heavily with business and the Product Owner in the re design stages and I then worked heavily with the Development team to oversee the overhaul and help out with the UI.

- Redesign their eCommerce application.
- Increase UX/UI by implementing standards using Style Guides and Pattern Libraries.
- Implemented HTML/CSS standards to reduce time for future enhancements.
- Improve usability workflows.

Environment and Tools: Agile, Scrum, Pair Programming, Photoshop.

FIS

UI Designer

Milwaukee WI Consultant

Jan 2011 – Oct 2011

Responsibilities

- Increase UX/UI by implementing standards using Style Guides and Pattern Libraries.
- Implemented HTML/CSS standards to reduce time for future enhancements.
- Improve usability workflows.

Environment and Tools: Agile, Scrum, Pair Programming, Photoshop.

MasterCard

UI Designer

O'Fallon MO Consultant

Sep 2009 – May 2010

Responsibilities

- Increase UX/UI by implementing standards using Style Guides and Pattern Libraries.
- Implemented HTML/CSS standards to reduce time for future enhancements.
- Improve usability workflows.

Environment and Tools: Agile, Scrum, Pair Programming, Photoshop.

Blue Cross / Blue Shield

UI Designer

Columbia SC Consultant

May 2008 – Aug 2008

Responsibilities

- Increase UX/UI by implementing standards using Style Guides and Pattern Libraries.
- Implemented HTML/CSS standards to reduce time for future enhancements.
- Improve usability workflows.

Environment and Tools: Agile, Scrum, Pair Programming, Photoshop.

Greater Nevada Credit Union

UX/UI Designer / Full-Time

Carson City NV

Apr 2007 – Sept 2007

Responsibilities

GNCU hired me to redesign/maintain their website. As their UX/UI Designer, I worked heavily with the Marketing department to update the website with features, marketing material and so on. I also worked heavily with the developers to oversee their work and make sure they adhered to Style Guide I put in place and the workflows I would create.

- Work with Product Manager, BA and Stakeholders to completely redesign website.
- Set standards through Style Guides and Pattern Libraries.
- Reduced negative comments with the improved new website.

Environment and Tools: Agile, Scrum, Pair Programming, Photoshop.

Education

Fox Valley Technical College – Appleton WI.

Web Development / System Analyst

Jan 2003 – May 2005

Degrees

- Associate of Applied Science in Systems Analyst.

Associate of Applied Science in Web Development.