



BRENDAN FORD

About Myself

I'm currently lead product designer at Plays.tv, a platform for gamers to record and share their best moments. I have worked on consumer apps, enterprise SaaS applications, and cutting-edge, AI-powered scientific software.

Relevant Work Experience

Plays.tv, Redwood City California 2018 - Present

Lead Product Designer — I define the experience for our Windows game recording client, iOS and Adroid apps and our spectate application on the web. I also design and conduct research to guide the product roadmap.

Citrine Informatics, Redwood City California 2016 - 2018

Senior Product Designer — I defined the experience for Citrine's next-generation material science informatics platform. I worked with industry leading scientists to build the tools they need to manage materials data and power advanced analytics and machine learning

Spanning by EMC, Austin Texas 2013 - 2016

UX Designer — I researched and designed multi-device user experience and interfaces for Spanning's enterprise cloud-to-cloud backup and recovery applications.

Spiceworks, Austin Texas 2012 - 2013

Visual Designer — I designed and developed interactive mini-sites within the Spiceworks platform for a multitude of high-end tech companies.

Santori Productions LLC, Austin Texas 2012

Visual Designer — I designed solutions for iOS, web apps, and Windows native applications.

Contract Designer - 2008 -2012

Education

Champlain College, Burlington Vermont

Bachelor's degree in Multimedia and Graphic Design

Graduated 2008

References

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Skills

UX Research

UX Prototyping & Concept Validation

Project Management

Visual Design

3D Modeling

Motion Graphics

HTML5/CSS/Sass

Adobe Creative Suite/Sketch