

Bromwyn Cotton

Senior UX/UI Product Designer

bromwyn.com

917-586-0721

bromwyn@gmail.com

profile

I have over 15 years of experience designing interactive products from ideation to completion. My goal is to use my experience and talent to solve complex design problems on interactive products.

skills

I have expert level knowledge of UX/UI and product design skills, using Sketch and Adobe Creative Suite, along with prototyping and wireframing tools. I have a sensitive eye for page layout, composition and color theory. I also have experience designing for mobile and responsive websites and products in an agile environment.

employment history

Senior UX/UI Designer, *PowerMyLearning.org*, April 2013 - Present

As the lead designer, I create flows, prototypes, wireframes, visual designs, annotations and design specifications for features and enhancements on the learning platform- PowerMyLearning Connect. I am also responsible for the brand cohesion and UX/UI of all elements of the graphical user interface of PowerMyLearning.org.

Senior Interactive Design Consultant, *The College Board*, September 2012- February 2013

Responsible for the visual design of microsites, interactive administration tools, newsletters, social media graphics and site updates.

Freelance Senior Designer/ Art Director, November 2002 - September 2012

Clients include; *MTV Networks, iVillage, Sirius Satellite Radio, macys.com, marthastewart.com, Ericsson Inc. and Scholastic.*

I have freelanced for many years so I have wide range of interactive design experience. This includes designing and maintaining several web sites, designing and managing online stores, creating interactive features, advertising, promotions and email marketing campaigns. I was the lead designer in MTV's e-commerce department for several years.

Senior Designer, *iVillage*, March 1998– November 2002

Responsible for the design of iVillage content and Hearst magazine properties including websites; interactive Flash games; Flash editorial promos; PowerPoint presentations; print ads; promotional materials; and online advertising. I was the primary interactive designer for *Cosmopolitan, Marie Claire, Good Housekeeping* and *Country Living* magazines. I often worked in teams with producers and engineers to interpret Hearst's magazine content for the web.

education

Bard College; Bachelor of Fine Arts, painting, 1988-1992

Parsons School of Design; Continuing Education, Computer Design, 1995