

JONATHAN BROCKETT

Product Designer

ABOUT ME

I began my journey in the architecture industry and found a natural transition into UX and product design. I'm passionate about creating simple and flexible solutions for complex challenges.

CONTACT

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SKILLS

Design

User Research

User flows

Wireframing

Prototyping

UI Mockups

Usability Testing

Technical

Sketch

Figma

Adobe Creative Suite

Adobe XD

Unity 3D

CAD/BIM (Revit)

HTML/CSS

Invision

Rhino

3D Rendering

EXPERIENCE

HoloBuilder · Product Designer

June 2017 - present · San Francisco, CA

HoloBuilder is a construction-tech focused company where I oversee all aspects of Product Design including initial concept, wireframes, prototypes, testing, and UI design. I manage every phase of the design process. My background in architecture is leveraged to create products and features that are tailored for the construction industry.

- Redefined mobile experience, resulting in significantly less support requests
- Created a dashboard to manage projects and teams for enterprise users

CEB · UI Designer (Contract)

December 2016 - April 2017 · Arlington, VA

CEB is a global best practices and insight company where I worked as a UI Designer on clean and functional mockups alongside a team of developers.

- Helped push forward a dashboard, providing candidates and insights to recruiters

General Assembly · UX Design Student

August 2016 - November 2016 · Washington, DC

10-week high intensity program which included multiple projects and experience with all phases of the user experience design process.

- Worked on a team to create an augmented-reality concept for the Smithsonian Air & Space Museum
- Helped define and create a new platform used to host innovation competitions which allows global innovators to assemble teams and compete for prize money

Streetsense · Architectural Designer

July 2015 - July 2016 · Bethesda, MD

Streetsense is a design collective focused on a range of services including brokerage, branding, and architectural design. I worked with clients to create design concepts and took projects through to completion with construction documentation and administration.

- Worked on projects ranging from large restaurants to small fitness studios on all phases of the project
- Conveyed design intent to clients with design presentations
- Helped transition projects to reality with construction documentation

SKB Architecture & Design · Architectural Designer

August 2013 - July 2015 · Washington, DC

SKB is a boutique style workplace design firm with over 30 years of experience. I worked as an architectural designer on all phases of design and construction

- Worked on high-budget law firm office design
- Created photo-real renderings to convey design to clients
- Designed an architectural feature using Grasshopper/Rhino and worked with a fabricator through construction.

EDUCATION

General Assembly · User Experience Design Immersive

Fall 2016

Virginia Tech · Bachelor of Architecture

Spring 2013