Brittany Coleman

Product & UI/UX Designer
Workflow Design • Interaction Design • UI Systems
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Product and UX designer with a multidisciplinary background spanning enterprise products, interface design, and visual systems. Experienced in simplifying complex workflows, improving usability, and creating intuitive, scalable interfaces across enterprise software, gaming, and developer platforms.

PROFESSIONAL EXPERIENCE

Senior Designer (Product & UX) — **August 2023 – Present**
ICR, Inc. • Denver, CO

- Serve as the lead UI/UX design resource across multiple programs, guiding interface and experience decisions while partnering with product teams, developers, and stakeholders to solve complex product challenges.
- Lead UX/UI design for an ongoing product consolidation initiative, transforming fragmented workflows across multiple applications into a unified experience designed to support continued integration of additional tools and workflows.
- Identify usability issues through user observation and product evaluation, translating findings into redesigned workflows and high-impact UI improvements that simplify complex tasks and reduce user friction.
- Design and refine interface systems for complex enterprise tools, including a highly configurable rule builder, while developing reusable patterns that improve consistency across applications.
- Provide multidisciplinary design support across programs, including branding systems, proposal graphics, presentations, and visual communication for complex technical concepts.

Senior LiveOps Artist — Contract — **June 2024 – November 2024**
Warner Bros. Games | Player First Games • Remote

- Proposed an updated UI layout for the MultiVersus online store that surfaced additional purchase options while preserving character artwork and improving visual hierarchy and clarity.
- Designed 20+ interface and promotional assets for the live-service store, maintaining visual consistency across seasonal content and product updates.
- Collaborated with art and product teams to develop and refine store content within established visual and interface systems, balancing creative presentation with usability and product requirements.

Graphic Designer — **March 2022 – May 2023**
Sonatype • Remote

- Designed 60+ digital assets and scalable visual systems for developer-focused campaigns, translating complex technical concepts into clear, engaging user-facing content.
- Transformed the State of the Software Supply Chain 2022 web report into a structured long-form digital experience, improving information hierarchy and readability across complex technical content.
- Designed interactive and experiential materials for developer audiences, including a foldable origami experience that translated Sonatype's rebrand and key product information into an engaging physical touchpoint.

EDUCATION

Google UX Design
Professional Certificate

Northern Arizona University
Bachelor of Arts — Graphic Design

Northern Arizona University
Bachelor of Science — Advertising

SKILLS & OTHER

Tools: Adobe Creative Suite • Figma • Unreal Engine • Maya • Marmoset

UX & Product Design: User Flows • Wireframing • Prototyping • Interaction Design • Usability Testing • Accessibility (WCAG)

UI & Design Systems: UI Components • Layout Systems • Visual Hierarchy • Design Systems