

ROBERT LEE BRENNER JR

1822 W 37TH ST, AUSTIN, TX 78731 • 512.797.2385

brenner.lee@gmail.com • <http://leebrenner.me>

www.linkedin.com/in/robertleebrenner

ABOUT

My career as a multi-disciplinary Product Designer has always been focused on the pursuit of delivering innovative digital experiences that generate a positive impact for my clients and their users. To that end, I've deepened my knowledge through the hands-on experiences of being an in-house contributor, a creative practitioner, a development manager, and both an agency and a start-up owner.

EXPERIENCE

Principal Product Designer at Duo Security, Austin TX - 2018 to Present

- Contribute to the entire lifecycle of a product including conceptualization, research, interaction and visual design, user experience, usability testing, and prototyping
- Provide creative direction, guidance, and mentorship to junior team members
- Consultant with and advise peers and senior leadership
- Measurably elevate the quality of Duo's work through impacting the business's bottom line, delighting customers, and fostering a culture of collaborative, human-centered design

Sr Experience Designer at Honeywell, Austin TX - 2017 to 2018

- Established Agile methodologies and created an engagement model for my team to support 30+ R&D engineers and over 40 active research projects
- Created educational content and presented technology demos to executives that led to the fast-tracking of emerging technology integration into Honeywell's product release cycle
- Served as start-up SME and design director for an AR-based app used to reduce product return and customer support costs by up to 20%
- Won the 2017 HUE Design Award for the Connected Home Upgrade Assistant App
- Validating emerging technologies through storyboarding high-value use cases and prototyping workflows using both the Microsoft HoloLens and Apple's ARKit

Independent Product Designer - 2014 to Present

Client Rachel Morrisson A.S.C., Beverly Hills CA - 2015 to Present

- Designed, engineered, and successfully brought the CineScope app to market - the app is used by cinematographers around the world and has a 4.2+ rating
- Due to the ongoing success of version 1, I'm currently designing and engineering version 2 for release this year

Client FlightAware, Houston TX - 2015 to 2017

- Worked with executives, marketing, customer support, and engineering to clarify product strategy and brand messaging
- Redesigned and re-engineered the iOS app which was released to an audience of a million+ monthly users
- Designed and conducted usability studies and implemented metrics analysis to better understand user needs and expectations - the app now consistently gets a 4.8+ rating
- Created a new, responsive design language for the website which was released to an audience of millions of daily users

Client Shuddle, San Francisco CA - 2014 to 2015

- Worked with leadership to clarify company vision and identify gaps in team composition
- Lead mobile development team to develop and maintain cross-platform product offerings
- Established Lean and Agile processes that improved designer-developer coordination, allowed for release schedules to stay on target, and successfully graduate the product offering from MVP status to version 1
- These initiatives helped secure Shuddle's series A funding

Director of Technology at thirteen23, Austin TX - 2013 to 2014

- Guided the technology department to successfully launch applications for the University of Texas, 1-800 Flowers, and the Magazine Channel
- Created reference prototypes for the Honeywell Lyric app that established the motion design principles for the design language
- Introduced Lean and Agile methodologies for project planning, the "One-on-One" managerial system, and processes and techniques to more accurately estimate RFP responses

Co-Founder and VP of Product at Heyride, Austin TX - 2012 to 2013

- HeyRide, the first-of-its-kind ride sharing service, successfully launched during FunFunFun Fest
- HeyRide was responsible for beginning the great ride-sharing debate in Austin that later embroiled Lyft and Uber
- After profitably operating for just 9 months, HeyRide made a successful exit when it was acquired by SideCar
- Lead the product design and iOS development efforts and also assisted in securing our venture capital investment

Co-Founder at BigBig Bomb, Austin TX - 2011 to 2013

- In the first year, met a goal of clearing 350k in revenue. In the second year, cleared over half a million in revenue and grew the company to a team of four
- Launched several successful startups for clients, including the restaurant wine list service Tastevin which was so successful it became the single largest purchaser of iPads in the US
- In addition to client work BBB also created its own product, StackTrace, and co-founded the startup HeyRide

Contractor at Dell, Austin TX - 2010 to 2011

- Provided visual design and interaction prototyping for Dell's line of consumer-oriented software that launched in 2011
- Provided interaction and visual design Dell's consumer cloud solution that launched in 2011

Principal Developer at thirteen23, Austin TX - 2008 to 2010

- Provided design and implementation for Netflix's movie app for the HP TouchSmart
- Designed, engineered, and launched the award-winning Blu and Echo apps which were featured in Microsoft marketing documents and featured on the Windows 7 launch site
- Provided design and interaction prototyping for Dell's enterprise security application
- Provided SME guidance and tutorial content for the Microsoft Blend prototyping book
- Spoke at SXSW interactive on pushing the boundaries of user interface design

Senior Technologist at frog, Austin TX - 2005 to 2008

- Served as interaction designer, motion designer, and engineered both the animation engine and UI framework for the 1st and 2nd generations of the HP TouchSmart
- Served as interaction designer, motion designer, and engineer for the FOX Sports Media Center project
- Created and taught WPF training curriculum to developers across multiple frog studios
- Established best practices for interaction design artifact generation
- Designer-developer Workflow SME for Microsoft

EDUCATION

Bachelor's in Computer Science at Baylor University, Waco TX - 2000

ORGANIZATIONS

Upsilon Pi Epsilon at Baylor University, Waco TX - 2000

SKILLS

iOS, Swift, Objective C, Sketch, Photoshop, Xcode, git, interaction design, visual design, user experience, user research, usability studies