Brian Humrichouser
Designer

2019
2016
Amazon - Prime Video | UX Designer
Brainstorm, concept and create UX/UI for a variety of cross-platform initiatives. As both a UX and Visual designer, I was a key member of a V-team that reenvisioned Prime Video navigation.

2016
2015
Tectonic - Design Studio | UX Designer
Solved UX issues from beginning to end by brainstorming, hand drawing concepts and storyboards, creating IA maps, wireframes, high fidelity comps, motion studies and any additonal design needs.

2015
2014
Digium - Communicatinos Cloud | UX Designer
Designed alongside devs to build a communications app. From defining the UX and visual system to working tightly with developers during implementation across iOS, Android, and desktop.

2014
2013
CleverTech - Startup Application Creators | UX Designer
With one developer and one product manager and myself, we built and shipped two apps full applications: DocChat and ProAnnexUs. I was responsible for all UX/UI, visuals, and brand.

2012
2011
Zite Personalized Magazine | Lead UX Designer
I was the sole designer on a product team of five, responsible for every design need. I worked with the founder to detail all UX scenarios across iOS, Android, Windows phone, and the product website.

2011
2009
Microsoft Bing | UX Designer II
Acted as lead designer for Bing entertainment answers and Domain Task Pages. Worked with Facebook to integrate social and search history. Pushed visual design and typographic consideration.

2009
2008
Microsoft Entertainment Experience | Graphic Designer III
Working with various Xbox and Zune related materials, I designed client software, UI and UI elements and layouts for interactive websites that showcased product features.

2005
2001
Ohio University | Graduate
Bachelor of Fine Art – Graphic Design
Bachelor of Telecommunication – Video Production

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