BRYAN BENAIM

PRODUCT DESIGNER

http://www.bryanbenaim.com

Chicago-based product designer promoting accessible mental healthcare via user-centered products.

SKILLS

UX Methods

Affinity Diagrams
Competitive Analyses
Concept Sketches
Personas
Prototyping
Style Guides/Systems
Usability Testing
User Flows
User Interviews
Wireframes/Mockups

Tools

XD
Figma
Invision
Photoshop
Illustrator
After Effects
InDesign
WordPress / Elementor

Development

HTML/CSS
Framer.js

EXPERIENCE

Arovo   May 2021 - Present

Product Designer

Leading the design for the launch of MasterChef's exclusive, member-only, recipe and e-commerce website. Delivering and designing prototypes for web (desktop and mobile) using an 'Agile' workflow. Working with engineers and stakeholders to define features.

Rae Duncan Interior Design   January 2021 - Present

Senior Architectural Designer

Leading a team of interior designers in the design and execution of private, luxury residential and commercial projects. Designing several dozen luxury apartment build-outs/renovations, and ground-up, multi-million dollar mansion properties.

D+K Architects   December 2019 - January 2021

Architect/Designer

Designed and developed several ground-up commercial projects from concept to production. Managed subcontractors to ensure timely and accurate submission of construction drawings.

Perkins + Will   June 2017 - October 2019

Junior Architect (Arch I)

Engaged with project teams to execute the coordination and design of several commercial and school ground-up constructions. Oversaw the drafting of construction documents and presentation renderings.

EDUCATION

Springboard UX Design Track

Nine months of hands-on course material, with expert mentor oversight, and completion of three in-depth portfolio projects.

Pennsylvania State University

Bachelor of Architecture

GPA: 3.75

PROJECTS

VENT   January 2021 - May 2021

Product/Visual Designer

An IOS app for online support groups for individuals seeking affordable counseling. Involved in interviewing users, creating wireframes and interactive prototypes, and usability testing. Developed design system.

PostUp   April 2021 - May 2021

Product/Visual Designer

Design sprint for an IOS app that helps one locate remote-working locations. Conducted interviews, designed, iterated, and tested wireframes and prototypes.

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