

Brett Johnson

UI/UX Designer

[Online Portfolio](#)

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East Providence, RI 02915

SUMMARY

Dynamic UI/UX Designer with 5+ years of experience crafting intuitive, user-centered interfaces across diverse sectors. Proficient in Figma, the Adobe Creative Suite, and design system management, with a keen focus on accessibility and user research. Demonstrated success in creating wireframes and prototypes, generating favorable product engagement metrics, and optimizing digital experiences through collaborative, cross-functional teamwork. Seeking to leverage his strategic design expertise and research-focused decision making to drive innovation within an organization who is dedicated to delivering meaningful experiences to their customers.

TECHNICAL SKILLS

Human-Centered Design //

Figma & Adobe Proficiency
Digital Content Strategy
Wireframing & Prototyping
Accessibility (WCAG) Standards
Responsive & Scalable Design Processes
AI Tools

UX Research & Testing //

Product Analytics & KPI Tracking
Audits & Optimization
Usability Testing
Roadmap Development
Behavioral Insights

Collaboration //

Cross-Functional Product, Engineering, & Stakeholder team Collaboration
Design Systems Management
Design-to-Development Handoff

PROFESSIONAL EXPERIENCE

UX/UI Designer

East Coast Catalyst // December 2024 – March 2026

- Conducted and synthesized user research to inform UX decisions, improving client conversions by 55.3% through more user-centered software experiences.
- Managed a design system of 400+ UI component blocks, reducing onboarding time by ~40% and supporting scalable project maintenance.
- Hosted cross-functional knowledge-sharing sessions between design, engineering, developer, project management, and executive teams to align product goals.

Product Designer

Dialexa // July 2022 – July 2024

- Spearheaded the implementation of a process accelerator, reducing internal handoff time by ~33%, improving design-to-development workflow.
- Remedied ADA guideline breaches by drafting a revised style guide adopted by 270+ team members, enhancing accessibility compliance.
- Maintained alignment through biweekly Figma syncs with Engineering and Product Managers, fostering collaboration and consistency.
- Designed 35+ feature enhancements for an enterprise SaaS product, partnering with Product and Engineering to balance user needs, business priorities, and delivery constraints.

UX/Web Editor

University of North Texas Recreational Sports // October 2020 – March 2021

- Fully overhauled website WCAG adherence, alleviating potential legal risks and supporting accessibility standards.
- Updated website with dynamic content weekly to support user engagement and improve site traffic by ~28% despite frontend challenges.
- Led usability testing and iterative improvements to enhance user experience and site functionality.

EDUCATION

University of North Texas // September 2018 – May 2022

- Achieved a Bachelor of Fine Arts (BFA) in Human-Computer Interaction. Minor in Art History.
- Graduated magna cum laude with a 3.82 GPA.

ADDITIONAL EXPERIENCE

Providence Chapter Founder

Interaction Design Foundation (IxDF) // February 2025 – Present

- Organizes regular events to bolster & unify the local design community.
- Advertises local events through print, digital, and email campaigns.
- Partners with community organizers to boost reach & awareness.
- Successfully increased membership by 2800% since first meetup.

Co-Founder

Rhode Island UX Collective (RIUX) // April 2026 – Present

- Hosts community-driven events, seminars, and workshops to create professional development opportunities.
- Provides a big-tent solution to local creative groups for their event organizing, planning, and marketing needs by facilitating easy collaboration between groups.