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### **🚀 About Me**

I’m Brynn—a UX powerhouse, front-end engineer, graphic design nerd, and AI wrangler rolled into one creative tornado. With 20+ years of experience, I’ve led cross-functional teams to ship delightful, efficient, and bleeding-edge digital experiences across healthcare, security, and enterprise SaaS. Whether I’m architecting a design system, prototyping an AI image tool, or mentoring the next-gen unicorns, I show up with equal parts logic and glitter.

**Hiring me gets you:**

* 🧠 A UX expert obsessed with usability and human-centered design
* 🖌️ A graphic designer with a sharp eye for detail and brand identity
* 💻 A frontend engineer who actually knows how to build the thing
* 🤖 An AI expert who speaks fluent GPT, NLP, and ML
* 🗣️ A seasoned team leader who makes chaos productive

Let’s make something weird, brilliant, and actually usable.

### **💼 Experience**

**Senior Manager, AI Creative Technologist***Asurion • Aug 2023 – Sep 2024*Built a branded suite of generative AI tools used by content, support, and strategy teams. Led full-stack UX + engineering across multiple high-impact tools (AI writing, prompt engineering, image generation, tone transformation).

* Cut design labor costs by $250K/year by launching AI doc automation tool
* Reduced media spend 75% with brand-aligned image generator
* Led full team discovery, prototyping, and rollout for each tool
* Built RAG pipelines using Azure AI and internal docs to keep output on-brand

**AI Data Viz Specialist***Tausight • Oct 2022 – Aug 2023*Transformed raw AI healthcare data into clear, usable insights. Owned end-to-end design + engineering of Kibana dashboards for HIPAA risk signals.

* Built interactive data tools used by hospital CISOs and compliance leads
* Aligned tightly with scientists to balance rigor and UX polish

**Lead UX Designer***Azara Healthcare • Mar 2022 – Oct 2022*Modernized a legacy care management system into a clean, intuitive interface.

* Rolled out new UX pattern library and mentored junior designers
* Drastically reduced cognitive load and improved speed-of-task

**Principal Engineer / UX Designer**naviHealth • Mar 2013 – Feb 2022
Led a hybrid team of designers and engineers across 12 SaaS products.

* Spearheaded company’s mobile + responsive push, including first iOS app
* Built and scaled full design system + UI component library
* Conducted deep user research to drive product strategy
* Created UI brand standards adopted org-wide

**Innovations Team Lead, UI Developer***Affinnova • Jul 2008 – Feb 2013*Led a nimble design-engineering squad prototyping AI tools before it was cool.

* Designed interactive UIs for predictive analytics and dynamic surveys
* Worked directly with execs to pitch new concepts + build MVPs

### **🔧 Skills Snapshot**

**UX + UI Design:** Figma, Sketch, Adobe XD, Design Systems, Accessibility, Wireframing, Usability Testing, Prototyping, Mobile UX
**Frontend Engineering:** HTML, CSS, JS, React, Vue, Tailwind, Git, Component Libraries, ARIA, SPAs
**AI + Data:** OpenAI, GPT-4, Azure Cognitive Services, RAG, NLP, DALL-E, Elasticsearch, Kibana, Tableau, D3.js
**Creative + Brand:** Typography, Color Theory, Branding, Graphic Design, Visual Storytelling
**Leadership:** Agile/Scrum, Cross-Functional Team Management, Mentorship, Hiring, Feedback Systems, Remote Team Ops

### **🎓 Education**

**B.S. in Medicine** (pre-clinical)
University of New England

### **🪩 Side Quests**

* Designed & coded interactive 3D art pieces in Unity + Blender for indie game projects
* Currently developing "Goth Girls vs The Goo"—a dungeon-crawling RPG about fashion and slime
* Speaker at local AI + design meetups (topics: ethics, prompt design, UX patterns for LLMs)

### **✨ References**

Available upon request. Or just ask ChatGPT—we’re tight.