

BREE CHAPIN

DESIGNER, PROBLEM-SOLVER

SAY HI!

BreeChapin.com
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SPECIALTIES

Lead Product, UX/UI Design
Design Management
Design Ops/Strategy
User Research, Testing
UX Flows/Journey Maps
Wireframes
Prototyping
Web & Native App
Design Systems

TOOL BOX

Paper & Pencil
Sketch
Invision/Studio
Adobe Creative Suite
Zeplin
Omnigraffle /Axure
Proto/Marvel

THOUGHTS

medium.com/@breezychapin

EDUCATION

MFA | PARSONS
Design & Technology, 2012

INTRO

Product, user experience designer and design manager; passionate problem-solver. I take a holistic, systems-based approach to design and strategy, and am an unapologetic advocate for human-centered design.

SELECTED WORK EXPERIENCE

INVESTOPEDIA | PRODUCT DESIGN MANAGER

October 2016 – Present (New York)

Managed cross-disciplinary design and front-end team
Design ops and research
Lead product, UX/UI design, research on multiple business verticals

KEYPR | LEAD PRODUCT (CONSULTANT)

June 2016 – August 2016 (New York)

Mobile product, UX/UI design for service management app
Branding, identity design

BLUE ROCKET | LEAD PRODUCT (CONSULTANT)

February 2016 – June 2016 (Remote, San Francisco)

Lead product, UX/UI design consultant for mobile IoT device app
UX/UI design for various mobile products

MOBIENTS | LEAD UX (FREELANCE)

June 2015 – May 2016 (New York)

Feature and UX design for fin-tech product Bloomberg
Professional Mobile
Core OS feature design for Samsung Android operating system

ABEON TRAVEL | PRODUCT DESIGN (CONSULTANT)

January 2015 – May 2015 (New York)

Mobile app product, UX/UI design for special-needs travel startup
Branding and identity design

IDEEL | LEAD UX (CONSULTANT)

December 2014 – April 2015 (New York)

Overhaul of landing experience for e-commerce site
Optimized signup and on-boarding for more conversions, retention

LEGACY CONNECT | LEAD PRODUCT (CONSULTANT)

January 2014 – October 2014 (New York)

Product/UXUI consulting for social philanthropy platform startup
Project and cross-disciplinary team management

VARIOUS | PRODUCT, UXUI (FREELANCE)

2010 – 2016 (New York, Remote)

Collaborated with a variety of clients and design agencies on products ranging from native note-taking apps to web-based 3D room configurators