BRYAN TILLER

DESIGNER—INVENTOR—SYNTHESIZER

CONTACT

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SKILLS

- UX strategy
- User research
- Product design
- ML/AI Strategy
- Design systems
- Design frameworks
- Responsive Design
- Ads / Ecommerce
- Video production
- Visual design
- Accessibility
- Typography
- Color Theory
- Motion design
- Sound design
- Wireframing
- Prototyping
- Coding
- SAS

EDUCATION

Drake University
Fine Art-Sculpture
Iowa State University
Engineering Core
University of Iowa
SST Research

STAFF PRODUCT DESIGNER

Purveyor of:
- Magical AI/ML powered experiences
- Innovative customer-focused solutions
- Holistic experience vision and strategy
- Thoughtful product & team leadership
- Truly compelling customer stories

WORK EXPERIENCE

Apple Inc. AI/ML Platform Team (Long-term contract) | Product Designer
November 2023 – Present (1 year 4 months)

Part of a very small AI/ML Platform team, we design and evolve the complete Apple machine learning toolchain for data management, model training/tuning, evaluation and deployment of AI models/features.

Security Ops AI Startup (Stealth-mode) | Product Design Consultant
May 2023 – July 2023

UserTesting Inc. | Staff Product Designer
September 2020–March 2023 (2 years 7 months)

Product design lead on a talented team of 30+ product designers, writers, and researchers. We were responsible for maintaining and improving the world's best user research and customer empathy platform. My accomplishments were:

- Created a comprehensive Experience Framework
- Designed a product experience harnessing ML technology to generate insights related to product usability and customer sentiment
- Initiated a company-wide inclusive design and accessibility initiative

Microsoft Visual Studio | Senior Product Designer
December 2017–September 2020 (2 years 10 months)

Obsessive about user research and design thinking, our team continuously improved and evolved the world's most popular software development tools.

Microsoft AI Core Design & Research | Senior Product Designer
July 2016–December 2017 (1 year 6 months)

I was fortunate to lead a holistic experience redesign of the Microsoft Advertising platform. Later, I collaborated with world class engineers and…

- Figma
- Sketch
- Adobe
  - Photoshop
  - Illustrator
  - After Effects
  - Premier
  - Audition
- Autodesk
  - AutoCAD
  - Fusion
  - Inventor
  - 3D Studio Max
  - Maya

data scientists to apply state-of-the-art deep learning and AI techniques to real-time & predictive brand sentiment analysis. Fortune 500 customers used these powerful analytics tools to identify hidden customer insights and forecast market trends. My role was to leverage research on a customer, use cases, and technology to design a browser-based pilot experience. This interface could be used to select/segment the customer audience, create and manage a set of powerful queries, and explore rich visual results from the dataset to discover insights. Finally, the results could be shared as a compelling customer story.

Microsoft Devices—Microsoft Band (watch) | Hardware Interaction Designer
October 2013–July 2016 (2 years 10 months)

It was a rare opportunity to help incubate and ship two versions of a completely new hardware form factor! I was a key contributor on the hardware team who delivered two versions of the Microsoft Band health & fitness device & Microsoft Health mobile app. My responsibility-all hardware interaction details: display/touch experience, power/battery/charging, sensor algorithms, haptic hardware and experience model, out-of-box experience, safety/compliance, packaging, and retail experiences. Whew! Great product. Great team. Great learning experience for me. Since the Microsoft Band was a part of a long-term health and wellness program, I was able to gain valuable knowledge of mobile app design/integration, behavioural science and human factors rooted in psychology, habits, and motivation.

Microsoft Research Startup Business Group | User Experience Designer
March 2010–October 2013 (3 years 8 months)

I was lucky to work with this incredibly talented studio of disruptive product innovators. Our task—adapt emerging Microsoft Research technologies to solve real-world customer problems. This lab was blue sky inventor heaven. From hands-on prototyping with electronics and 3D printers, through vivid customer journey storytelling, we incubated a huge number of products and concepts covering a large range of technologies including autonomous robots, immersive 3D video experiences, novel human interfaces (voice/gesture/haptic), 3D printing in Windows 10, IoT home automation and a variety of wearable devices.

Microsoft Visual Studio | User Experience Designer
October 2007–March 2010 (2 years 6 months)

This was my grad school equivalent. Here were the best and brightest HCI experts at Microsoft at the time. I learned the foundation of my trade from them along with the top Software Architects/Developers, all organized by some of the best enterprise project managers in the world. I designed and shipped powerful new software development features in Visual Studio. As well, I was a key contributor on a small incubation team who invented and created truly innovative software development experience concepts—some gaining influence and long-term impact in the company for many years to follow. As well, I was a key contributor on a small incubation team who invented and created truly innovative software development experience concepts—some gaining influence and long-term impact in the company for many years.