Z/B **Zach Brugman**
User Experience & Product Design

zachbrugman.com
zach.brugman@gmail.com
319.360.5942
linkedin.com/in/zachbrugman

Experience

Lead Product Designer • **CamoAg** (Formerly Tillable, Inc.) • *Sep 2022 - Present*

- Working directly with key internal and external stakeholders, direct and define the design and user experience of CamoAg, an agriculture intelligence and workflow management platform for sales, marketing and operations
- Deliver design iterations ranging from pen and paper sketches, UI mockups, high-fidelity prototypes (Figma), to front end code
- Establish style guidelines to ensure a consistent user experience, branding and marketing experience, while establishing standards to ensure quality and adhere to industry best practices
- Participated in the marketing, rebranding, and product shift initiative of the company Tillable to become CamoAg

Lead Product Designer • **Tillable** • *Feb 2018 - Sep 2022*

- Lead Product Designer for the Tillable web application, an online, two-sided network connecting farmers and landowners in a digital marketplace for renting and managing farmland.
- Directly worked on, shipped, and generated features resulting in user growth, retention, and success, as well as revenue growth, and overall usability increases to the browser.

Senior UX Design Technologist • **RepIQ** • *Nov 2016 - Jan 2018*

- Direct and define the design and user experience for the RepIQ web application and Chrome extension, creating UI deliverables ranging from sketches to functional prototypes
- Write and conduct user testing to evaluate and iterate on design decisions
- Develop designs in HTML, CSS (Sass), and AngularJS with maintainable and reusable code

Interactive Designer • **STATS LLC** (now Stats Perform) • *Mar 2011 - Nov 2016*

- UI/UX design lead for fantasy sports products, sports data analysis tools, and other various sports statistical applications.
- Worked directly with and delivered products for companies like the NBA, NFL, NCAA, Buffalo Wild Wings, and many others.

Education

Master of Science • **Human-Computer Interaction** • DePaul University | Chicago, IL

- Refined knowledge and process to ideate, design, implement, and evaluate computer-based technologies so they are useful and usable for users.
- Information and communication technology evaluation, exploratory user research, information architecture, interaction design and prototype development.

Bachelor of Arts • **Business Administration; Art** • Coe College | Cedar Rapids, IA

- Double major in Business Administration and Art (focus on printmaking); Dean's List

Skills

Front-End Development

HTML • CSS • Sass • ReactJS • Github

Product Design

Wireframing • Low & High Fidelity Prototyping • Axure • Figma • Principle • Usability Testing •

User Research • Usability Guidelines & Standards