

# BRYAN TILLER

DESIGNER — INVENTOR — SYNTHESIZER

## CONTACT

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Remote / Seattle, WA

## 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

## 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

## 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...

## EDUCATION

### Drake University

Fine Art-Sculpture

### Iowa State University

Engineering Core

### University of Iowa

SST Research

## EXPERT IN

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

## ... WORK EXPERIENCE CONTINUED

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.