Bryce Holland

brycemholland@gmail.com
bryceholland.com

Experience

AcreTrader (Oct 2022 – Jan 2023)
Senior Product Designer

- Designed a public website using wireframes, mock-ups, prototypes, and mobile-first methodology.
- Collaborated with the UX team across products to provide design feedback and support.
- Established and documented UX team best practices including Figma file organization and branching guidelines, a double-diamond problem discovery and solution workflow, and an Agile/Kanban project management system.

Bridger Creative (Apr 2022 – Jul 2022)
Contract Senior Product Designer

- Researched existing customer experience platforms to find a market gap for a new CX solution.
- Interviewed customer experience experts around the world to discover the current CX needs of leading banks and telecommunications companies.

Luncher/Rejoicy (Sep 2019 – Feb 2022)
Senior Product Designer - 1st Employee

- Designed a product for local small businesses to create an e-commerce site in 60 seconds and join a community of local online sellers.
- Managed product development process with a focus on customer feedback and iterative design.
- Supervised web development intern, coordinated design/development collaboration, and facilitated ideation conversations.
- Managed feedback collection, set user experience priorities, and assisted in operations and customer service.

SupplyPike (Aug 2017 – Aug 2019)
Product Designer

- Practiced Agile and Kanban work processes to design CPG management software.
- Created wireframes, high-fidelity prototypes and animations to facilitate collaboration between product owners, developers, and users.
- Coordinated with designers and developers to optimize design implementation workflow.

Field Agent (May 2017 – Jul 2017)
Contract UX Designer/Front-end Developer

- Updated design of web-app user interface in an Angular environment.

Grandslam Performance Associates (Apr 2015 – Apr 2017)
UX Designer/Front-end Developer

- Designed a UI component library based on Material Design.

Acumen Brands (August 2014 – January 2015)
UX Designer

Brigham Young University (August 2013 – June 2014)
UX Designer

Skills

- HTML, CSS, SCSS, and jQuery (with some experience in React, Angular, and Vue)
- Figma, Sketch, InVision (wireframing, high-fidelity mockups, prototypes)
- Adobe CC (Photoshop, Illustrator, InDesign, AfterEffects)
- Agile and Kanban work processes
- Brand identity design
- Typography
- Illustration
- Photography

Education

Brigham Young University (June 2014)
Bachelor of Fine Arts (BFA), Graphic Design

University of Arkansas — Fort Smith (May 2008)
Associate's degree, Graphic Design

Volunteer Service

Scripture Studies Teacher for High-school Students (August 2016 – May 2021)
The Church of Jesus Christ of Latter-day Saints

Full-time Missionary (June 2008 – June 2010)
The Church of Jesus Christ of Latter-day Saints