BRETT SEEGMILLER Product Designer

Product Designer with 8+ years of experience designing digital products and web applications. Leads product design from research and strategy through prototyping, usability testing, and development, working directly with founders, product managers, and engineers to turn complex problems into intuitive, scalable products.

Contact

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Skills

AI-Assisted Prototyping · Wireframing · Accessibility · Rapid Prototyping · Usability Testing · User Research · Data-Informed Design · Responsive Design · User Personas · User Journey Flows

Tools

- Design: Figma
- AI: Claude, Claude Code
- Project Management: Linear
- Analytics: PostHog
- Development: GitHub

Education

DevMountain

UX Design Bootcamp | 2017 - 2018

Salt Lake Community College

Associate of Science | 2006 - 2007

Work Experience

Blackthorn Software — UX Designer (Product Design) — Nov 2021 – Present

Sole designer for CrewView, a construction project management platform, shaping the product experience from strategy and research through design and development.

Product Strategy & Design: Work directly with founders to define product direction, run competitor research, and prioritize features. Own end-to-end UX/UI across project management, workforce scheduling, time tracking, and equipment management workflows.

AI-Assisted Design & Prototyping: Built a Claude-based master prototype of the product that replaced disconnected static frames. Engineers can click through features, understand interactions, and reference intended behavior throughout development.

Research & Testing: Conduct user research, usability testing, and design validation to understand user needs, identify pain points, and evaluate solutions.

Design Systems: Established and maintain the design system, creating reusable components and patterns for consistency and scalability.

Quality Assurance & Project Management: Test the product hands-on to identify usability issues, visual inconsistencies, and functional defects. Create and manage Linear tickets and projects to document issues, define requirements, and coordinate fixes with engineering.

Brand & Marketing Design: Helped shape the company's marketing website and print materials, keeping the visual direction consistent with the product.

Bootpack Digital — UX Designer (Freelance) — 2023 – Present

Design websites, web applications, and e-commerce experiences for clients of a Salt Lake City-based development studio, collaborating with developers from concept through launch.

Web Application: Designed the National Energy Foundation's call center portal, including separate workflows for administrators and callers.

E-commerce: Designed e-commerce experiences for Wasatch Blade and Wasatch Window Well Covers, including product pages and checkout workflows.

Marketing Websites: Designed responsive websites for Energy Safe Kids, Accelerated Equity Plans, and DKOW Law.

CHG Healthcare — UX Designer / UX Intern — Oct 2018 – Nov 2021

Worked across marketing, web development, and product teams to improve digital experiences for CHG Healthcare and its affiliated brands.

Website Redesigns: Led and contributed to redesigns for CHG Healthcare, CompHealth, Weatherby Healthcare, and Global Medical Staffing. Delivered user flows, wireframes, and high-fidelity mockups for the Bootstrap 4 migration.

User Research: Worked with UX researchers and product managers to plan and conduct research and usability testing.

Product Design: Moved to the CHG Connect product team, designing a healthcare provider search and hiring platform.

Intranet: Conducted research and designed experiences for the internal Communifire intranet.