

August Bruno

UX Designer | Seattle, WA | [Portfolio](#) | [LinkedIn](#)
253-656-2215 | august.bruno@outlook.com

PROJECTS

Deckhub

Aug. 2024 - Present

Generative AI Startup | UX Designer

- Employs research, prototyping, and testing to revamp Deckhub's site's UI, ensuring user needs are at the heart of every design choice.
- Conducted two moderated usability studies, utilizing quantitative KPIs and a qualitative survey to gather user feedback on site redesign.
- Achieved a 78% reduction in user error rates by applying synthesized user feedback to the redesign of Deckhub's information architecture. Improved the Customer Satisfaction Score from 16.7% to 75% across usability study participants.

Nova Health

May 2024 - Present

Biotech Startup | Visual Designer, UX Designer

- Collaborates with Nova Health's founders to conduct user research on user flows and pain points within Prior Authorization, identifying AI product deliverables aimed at reducing friction in key healthcare processes.
- Designs user interface mockups for key screens demonstrating the company's application of a Large Language Model to automate the Prior Authorization process.

RetroInfinite

Jan. 2024 - Feb. 2024

Google UX Design Program | UX Designer

- Conceptualized a cross-platform e-commerce app for retro video games, mapping user flows and crafting a detailed sitemap.
- Produced high-fidelity mockups to guide prototype development, enhancing project clarity and direction.
- Implemented alt-text for screen readers on images across the app, improving accessibility for prospective users with visual impairments and meeting web accessibility standards.

FM Ramen

Oct. 2023 - Nov. 2023

Google UX Design Program | UX Designer

- Designed a hypothetical, user-centric mobile food delivery app for a ramen restaurant, creating user personas, conducting competitive audits, and crafting wireframes to guide prototype development.
- Crafted user personas, pinpointing user needs and associated pain points observed in competitors, informing the app's design strategy to differentiate it in a saturated market.
- Conducted two unmoderated usability studies and an accompanying Systems Usability Scale for each iteration of the app's prototype, utilizing pattern and insight recognition to organize findings into actionable items informing design solutions.

PROFESSIONAL EXPERIENCE

Freelance UX Designer

Sept. 2023 - Present

Contractor

Quest Factor Escape Rooms, Seattle

Oct. 2019 - Present

Location Manager

- Conducts interviews as primary hiring manager, onboards new hires, and trains employees across 2 company sites.
- Increased bookings by 10% and positive customer reviews by 15% by spearheading the integration of the Buzzshot App for escape room waivers, customer team photos, and reviews.
- Actively mentors, supports, and communicates with direct reports, promoting growth on targeted KPIs.

SKILLS and SOFTWARE

UX Design: User Research, User Interface, Information Architecture, Usability Testing, Prototyping, Responsive Design, Interaction Design, HTML and CSS

Visual Design: Brand Identity, Logo Design, Motion Design, Color Theory, Typography

Software: Figma, Sketch, Miro, Adobe XD, Adobe Photoshop, Adobe Illustrator, Microsoft Office Suite

EDUCATION

Google UX Design Course Professional Certificate

Sept. 2023 - Mar. 2024

University of Washington, Seattle BA in Graphic Design

Sept. 2018 - June 2022