Samantha Broccoli

Product Designer, Illustrator • www.samanthabroccoli.com

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EXPERIENCE

Notifi — *Head of Design*

March 2022 - Present

Circle — *Lead Designer*

Feb 2021 - March 2022

Brightcove — *Lead Designer*

June 2020 - Present

Dept, Boston — *Principal UX/UI Designer*

July 2018 - 2022

- Deliver great mobile and web user experiences.
- Lead design process: research, refinement, and delivery.
- Analyze user needs: user flows and usability testing.
- Collaborate with project managers, developers, and clients.
- Lead exercises, prototyping, and testing for design sprints.

Green Bee Creative — *Co-Founder, Creative*

2012 - Present

- Brand, app, and web UX/UI for clients
- Game on App Store & Play Store: King's Call

Raizlabs, Boston — *Senior UX/UI Designer*

September 2016 - July 2018

GSN Games, Boston — *Visual Designer & Illustrator*

June 2015 - September 2016

EDUCATION

Bowdoin College, Maine — *BA in Visual Arts*

2011 - 2014

Inter Community School of Zürich, Switzerland

1999 - 2011

SKILLS

iOS, Android, web, wireframing, usability testing, illustrating, UI design, UX design, prototyping, design sprints, information architecture, product strategy

TOOLS

Figma, Photoshop

AWARDS

Anne Bartlett Lewis Memorial Prize in Visual Arts • May 2014 • Bowdoin College

Delta Sigma/Delta Upsilon Art Competition • Mar 2014 • Bowdoin College

Sarah and James Bowdoin Scholar • 2013-14

Copley Society of Art Gallery 2015

LANGUAGES

English, German