# **Brian Santiago** Design Leader

## **Work Experience**

## **Atlassian** Product Design Manager

JAN 2022 - APR 2024

- Led multi-disciplinary design teams across multiple projects in Jira,
  Confluence, and Admin Hub to deliver data lose prevention features; Data
  Classifications, Data Security Policies, and Data Remediations.
- Kept teams inspired and engaged by providing clarity, direction, and focus while identifying and unblocking barriers. Acted as a positive mentor and coach, leading to notable increase in team health scores.
- Collaborated closely with Product, Engineering, and leadership partners to envision and delivery Atlassian's new security offering.
- Drove craft excellence and quality by contributing to content strategy and leading a revamp of department design crtique practices.
- Brought user-centered practices to API experiences to increase Atlassian developer productivity

# Fastly Product Design Manager

OCT 2020 - JAN 2022

- Managed and built a diverse, inclusive team of Product Designers that delivered human-centered experiences for Fastly's core security experiences
- Introduce user-centered methodologies, frameworks, and thought leadership to help team facilitate strategic alignment across the organization. This includes the establishing design critic practices and usability testing
- Introduced weekly reporting methods to bring visibility to department

### Senior Product Designer

OCT 2020 - JAN 2022

# **Product Designer**

OCT 2020 - JAN 2022

- Designed wireframes, prototypes, and visual designs for for security focused web-based experiences
- Conducted usability testing and iterated on design solutions based on user feedback
- Collaborated with developers to ensure that designs were accurately implemented and met accessibility standards

C.H. Robinson Worldwide Designer

FEB 2013 - FEB 2016

b.santiago@me.com

773.401.5197

brian-santiago.com

#### Education

Coe College | B.A Psychology

#### Mentorship

DesignLab Mentor

## **Public Speaking**

UX Camp | Chicago 2019

#### Skills

- Accessibility
- User research
- Visual design
- Usability testing
- · Heuristic evelauation
- Figma
- · Mentorship/Coaching
- DesignOps
- · Assumption mapping
- Competitive analysis
- Usability metrics