Sebastian Broways

UI/UX Design Director

Profile

A proven leader experienced in harnessing big ideas while developing and guiding the processes required to deliver innovative, impeccably-executed digital products.

Adept at defining product strategy, piloting vision, and curating product road maps with a user-focused ideology while upholding business needs.

Employment

Penton 2014-PRESENT

Vice President, Product Design

- Define, develop and oversee product development life cycle and strategy for Penton's digital properties (\$150MM annual revenue).
- Introduce new design practices as a core component of product management, including: research, usability tests, A/B tests and prototyping.
- Establish and manage product design disciplines including user experience, research, visual and user interface with ambitious leadership and precise attention to detail.

Dru Whitacre Media

2012-2013

Creative Director

- Successfully led expansion of digital and print properties, including the premiere e-commerce venture for the company.
- Implemented brand standards and managed identity across multiple mediums including web, print, video and experiential.
- Directed the strategy and creation of both marketing and product design including planning, production and execution.

Avagen Ventures

2012-2014

Product Designer

- Employed as the primary design consultant to lead multiple projects in various industries including medical data and e-commerce type start-ups.
- Established Avagen's product branding and marketing strategy while ensuring cohesive and consistent use across platforms.

Sense of Fashion / 76 Hudson

2011

Designer

• Spearheaded all aspects of design including branding, e-commerce, marketing, photography and videography.

Contact

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Expertise

MANAGEMENT

Team leadership	•	•	•	•	•
Process development	•	•	•	•	•
Product management	•	•	•	•	
Product strategy	•	•	•	•	

UX/RESEARCH

User research	•	•	•	•	•
Personas & scenarios	•	•	•	•	•
IA & sitemapping	•	•	•	•	
Conversion design	•	•	•	•	
Analytics	•	•	•	•	
Accessibility	•	•	•		

UI

Wireframing	•	•	•	•	•
Usability testing	•	•	•	•	•
Mobile & responsive	•	•	•	•	•
Information hierarchy	•	•	•	•	
Sketching	•	•	•		

VISUAL

Interaction design					
Style & UI guides	•	•	•	•	•
Color theory	•	•	•	•	
Branding	•	•	•	•	
Typography	•	•	•	•	

PROTOTYPING

HTML	•	•	•	•	•
CSS	•	•	•	•	•
JavaScript	•	•	•	•	
Git	•	•	•	•	