CHRIS BRAUSE

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Experience

MEMORIAL SLOAN KETTERING CANCER CENTER — NEW YORK, NY

Product Designer II, Tech Incubation — July 2021 - Present

As a Senior Product Designer on the Tech Inc team, I partner with engineers, data scientists, other designers, and hospital staff to identify and create ways to apply emerging technology to MSK's mission: researching, treating, and curing cancer.

- Design software, hardware, systems, and services, for clinical and administrative staff utilizing things like VR/AR/XR, AI, ambient computing, and traditional software
- Created a reactive soundscape system for patients by leading on-site research, building digital and physical prototypes and spearheading an on-site pilot program
- Created, facilitated, and distributed group ideation activities and reusable assets
- Established new department storytelling practices for internal and external use by creating audio and video content for project pitches and virtual reality applications

CEDRUS DIGITAL — NEW YORK, NY

UX Design Competency Lead — June 2020 - July 2021
UX & Design Strategy Team Lead — Dec 2018 - July 2021
UX Designer & Design Thinking Facilitator — Feb 2018 - Dec 2018

Led, managed, and expanded the design practice at Cedrus while leading clients through a wholistic product design lifecycle; starting at research and ideation and continuing through wireframing, prototyping, & testing.

- Increased billable design offerings and workload by 250% by championing a wholistic user-centered design processes and formalizing new activities and deliverables
- Grew the design team from 1 to 4 by expanding strategic partnerships and successfully leading design and innovation projects for clients
- Partnered with IBM to launch a Fortune 125 design thinking team by leading innovation groups and mentoring new designers

COMMON CO-LIVING — NEW YORK, NY

UX Design Consultant — Nov 2017 - Dec 2017

Conducted user research and analyzed Common's inside sales process, which led to designing a digital dashboard and booking system. These streamlined lead conversion and tour scheduling processes reduced a multi-department workflow from hours to minutes.

SONY MUSIC ENTERTAINMENT — NEW YORK, NY

Release Planning Manager — Mar 2013 - Sept 2017

Managed the planning and distribution for Epic Records' albums, videos, and singles for release in physical retail locations and up to 119 digital worldwide partners including Spotify, Apple Music, and Amazon.

- Day to day responsibilities included coordinating between dozens of internal label teams and stakeholders, artists and management, and various external vendors
- End to end process included artist communication, rights clearance, creative services, and supply chain/distribution

Awards & Speaking

Finalist, Breaking Through Conceptual Design Competition
Healthcare Design Magazine

Guest Lecturer on User Research & Usability Testing
School of Visual Arts, NYC

Featured guest speaker on Design Business Partnerships
IBM Garage Partner Bootcamp

Key Skills

Product Design
User Experience Design
Wireframing and Mockups
Design Team Management
Workshop Facilitation
Design Thinking
Rapid Prototyping
Service Blueprinting
User Flow Diagrams
Storyboarding
User Research
Usability Testing
Storytelling and Presenting
Figma
Sketch App
Adobe XD

Education & Certificates

Bachelor's of Communication, focus in Public Relation
Virginia Tech

Enterprise Design Thinking Coach
IBM

Advanced Design Thinking
IDEO U

User Experience Design
General Assembly