

# COLIN BRANDT

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## EXPERIENCE

### Senior Product Design Manager at Microsoft

Nov 2020 - present

- Managing an incubation design team called Outlook Accelerator, focused on communications and time management
- Leading product design for a responsive React web app in a new product category for Microsoft
- Defining product roadmap from alpha phase through GA, and then extending into the growth phase
- Introducing and following processes for transforming early adopter feedback into shipped features

### Senior Motion Designer at Microsoft

Mar 2020 - Nov 2020

- Prototyped new product experiences and interactions to help define the future of e-mail
- Animated, delivered and shipped new onboarding animations for Outlook mobile
- Crafted visual stories for Outlook's design strategy across various platforms
- Channeled a user-centric mindset to revisit UX design patterns on mobile, desktop, and web

### Motion Designer II at Microsoft

Feb 2018 - Mar 2020

- Designed and prototyped experiences for Surface Duo, Your Phone app on Windows, Microsoft Launcher on Android, and Edge on iOS and Android
- Collaborated with engineering to implement gesture-driven motion design on mobile
- Animated and delivered vector illustrations for use in-product via the Lottie library
- Directed, storyboarded, shot, composited, editing, and animating story reels and video assets for external use and for internal leadership

### Motion Designer at Microsoft (through Aquent)

Aug 2017 - Feb 2018

### Interaction / XR / Game Designer & Engineer at Rigidbody

Feb 2017 - present

- Prototyped a Duo Pinball game for the Surface Duo using Unity and C-Sharp
- Created XR explorations, including a VR house visualization on the Oculus Quest and a layered AR postcard
- Used Unity to develop and release the game Drop Cats for iOS and Android with my brother
- Designed UI and graphics, animated sprites, and wrote C-sharp code
- Created game music tracks with the app Pico-8

### Freelance Motion Designer

Mar 2015 - Aug 2017

**Studios** / Wongdoody, Juliet Zulu, World Famous, Very True Story, Students Squared, Drive, Citizen, Sockeye...

**Roles** / Direction, illustration, 2D/3D design, 2D/3D animation, UX/UI animation, compositing, editing

**Clients** / Amazon, T-Mobile, Papa Murphy's, SIFF, Google, T-Mobile, Adobe, Adidas, AT&T, Intel, ADP, Cvent...

### Senior Motion Designer at Citizen

Oct 2012 - Mar 2015

- Created UX/UI motion studies for mobile apps and websites
- Supervised video team, conducted interviews
- Directed, designed, composited, and animated videos

### Motion Design Instructor at The Art Institute of Portland

Jan 2012 - Mar 2012

Taught a 400-level class on advanced After Effects techniques

### Freelance Motion Designer

Mar 2010 - Oct 2012

## EDUCATION

### B.F.A. Visual Effects & Motion Graphics

Dec 2010

The Art Institute of Portland  
Graduated with high honors