

Brian Sweeting

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ABOUT ME

Seasoned and self-motivated designer with many years of experience creating effective, accessible, and delightful consumer and business applications. Deep expertise in all things design systems and design operations to improve and speed up the work of product teams.

EXPERIENCE

Product Design Lead BambooHR 2023–2026

Primary designer for the HR reporting, analytics and insights experiences. Designed advanced dashboard experience that enabled a new top-end package tier. Contributed components and design improvements to the design system.

Principal Product Designer Eddy 2022–2023

Designed several features for an all-in-one HR product including applicant messaging, interview scheduling, org chart, benefits administration, reporting, and holiday calendars. Overhauled the component library to improve components and make it easier to use.

Senior Product Designer Pluralsight 2015–2022

Led the design of all native apps across mobile, desktop and TV platforms. Primary designer of the design system used by 40+ product teams.

Senior Product Designer Domo 2011–2015

Designed data connection, visualization, analysis tools for web, iOS, and Android.

Senior UX Designer Ancestry 2007–2011

Primary designer on the family trees, people profiles. Marketing conversion optimization. Created a new design system to support a full brand redesign.

Senior UX Designer Church of Jesus Christ of Latter-Day Saints 2005–2007

Designed an application used run 341 missions and support 52K missionaries worldwide that integrated many systems for payments, housing, and logistics.

Web Developer Eli Kirk 2003–2005

Built a variety of websites and apps for the agency's clients using PHP, MySQL, and JavaScript.

TOOLS

My core tools are Figma, HTML/CSS/JS, Git, and Claude Code. I'm always experimenting with new tools, especially AI design tools.

EDUCATION

B.S. in Information Systems Utah Valley University 2005–2007