Braeanne Oribello

Product Designer

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[Education]

University of California, San Diego

Sep 2018 - Dec 2021

B.Sci. Cognitive Science, Specialization in Design + Interaction

Minor in Ethnic Studies

[Experience]

Cohere Health — Product Designer

March 2023 - PRESENT

Leading the design process for the Clinical Review product, including responsibilities to scale to our largest health insurance customers: Geisinger and Humana. Impacting the daily workflows of 1,000+ users through ambiguous problem-solving and user research.

Drift — Product Designer

Jan 2022 - Feb 2023

Developed sales tools at a vibrant unicorn startup as my product team's lead designer. I was responsible for scaling the Drift Prospector product for 32,000 users from concept to shipping, and contributed to the design system and critique sessions.

Blend — Product Design Intern

June - Sep 2021

Collaborated with engineers and PMs on a novel experience for the home insurance product through prototyping and usability testing. Conducted optimization experiments for 100+ organizations, while navigating the ambiguity of a heavily regulated industry.

Develop for Good — Product Designer

Jan - May 2021

Assisted surgeons from Akron Children's Hospital to craft a webapp for 80+ families with children who have a cleft lip and/or palate, providing health and emotional support. Design decisions were informed through user research, metrics, and organization goals.

[Leadership]

Design Co — Visual + Brand Designer

Mar 2020 - Dec 2021

Created graphic marketing collateral, co-lead branding initiatives for our larger functions, and hosted professional development workshops for 250+ general members.

HUE Collective — Creative Director

Feb 2020 - Sep 2021

Co-founded a versatile team to publish a design zine by establishing the road map for the engineers and writers, and the brand direction with the media team and designers.

[Skills] Design

$$\label{eq:continuity} \begin{split} & \text{UI/UX} \cdot \text{Design Systems} \cdot \text{Product Thinking} \cdot \text{Wireframing} \cdot \text{Prototyping} \cdot \text{Sketching} \\ & \text{User Research} \cdot \text{Usability Testing} \cdot \text{Interaction Design} \cdot \text{Branding} + \text{Identity} \cdot \\ & \text{Product Writing} \cdot \text{Graphic Design} \cdot \end{split}$$

Technical

 $Figma \cdot InDesign \cdot Illustrator \cdot Photoshop \cdot Miro \cdot Github \cdot Mural \cdot Dovetail \cdot InVision$