

Brian Borowiec

Product Designer, Tucson, AZ. Open to work.

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SUMMARY

Product designer with twelve years of experience turning research and data into shipped product. I redesign platforms used by hundreds of thousands of people, build and maintain the design systems behind them, and work in AI tools including Claude, Claude Code, and Cursor to take an idea to running code in a day, so UX theories get tested by real users instead of argued in a meeting. Most recently I designed and built Note Lore, a React Native app launching on iOS and Android.

EXPERIENCE

Founder and Designer, Note Lore

Independent, iOS and Android. Launching 2026.

An app that teaches guitarists the notes on the fretboard, built in React Native, with progression, ear training, and speed training in one practice loop.

- Designed and built the entire product solo, from first sketch to a release build on both platforms, writing the React Native codebase with Claude Code and Cursor as build partners
- Interviewed guitar players at every level, then rebuilt the progression system around the point where beginners actually stall
- Prototyped three training modes in code and cut the two that tested flat, a loop that AI tooling made fast enough to run weekly
- Running the launch myself, from store submission and marketing to the support loop that will feed the roadmap

Senior Product Designer, WellRx

July 2019 to Present. A prescription discount platform accepted at over 65,000 pharmacies.

- Led the redesign of a health platform serving 100,000+ active users on web and mobile, raising app install rates and lifting Trustpilot and App Store review scores
- Ran the research that surfaced the platform's core pain points, then shipped the feature set that answered them
- Built and maintain the design system now adopted across three product lines, cutting design-to-development time and holding brand consistency
- Prototype flows in working code with AI tools, so enterprise stakeholders including MedImpact and GoodRx review something they can click instead of a static comp

Product Designer, Atom Tickets

December 2016 to July 2019. An award-winning app and website for finding and buying movie tickets.

- Drove a 22% increase in conversion by reworking the ticket purchase flow across web, iOS, and Android
- Shipped eight major features on an app deployed to 20,000+ theater screens and millions of monthly transactions

UI Designer, Activision Blizzard, Inc.

September 2014 to June 2016. AAA video game developer and publisher.

- Designed interfaces for AAA titles with combined revenue over \$3 billion, including Call of Duty, Skylanders, Guitar Hero, and Tony Hawk's Pro Skater
- Worked with fifteen cross-studio teams to keep UI consistent across franchises played by 50+ million people

SKILLS

AI-assisted design: Claude, Claude Code, Cursor, Figma Make, prompt-driven prototyping, testing UX theories in working code

Design and prototyping: Figma, Sketch, Adobe Creative Suite, Affinity Suite, design systems

Build: React Native, JavaScript, HTML, CSS, Git, App Store and Play Store submission

Research and testing: Userlytics, A/B testing, usability testing, user interviews

Collaboration: Zeplin, Figma Dev Mode, agile workflows, engineering and product partnership

EDUCATION

Bachelor of Arts, Media Arts and Digital Production

University of Arizona, 2009 to 2013. Minor in Art History.