Joseph Breitreiter

Product Designer

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https://dreamlands.org
Based in Austin, TX

I'm a designer with a broad interest in usability, product, strategy, and machine learning. I have a background in software engineering and a proven track record of delivering complex products that delight technical users.

Skills

Interaction design, design sprints, data visualization, research, Figma, HTML/CSS/JS/D3, C#, vibes

Experience

Grafana / Staff Product Designer
APR 2023 - PRESENT, REMOTE

I work with the machine learning team to identify new product opportunities, research emerging technologies, and design experiences for both analytic and generative AI features.

Featurebase / Principal Product Designer
SEP 2021 - APR 2023, AUSTIN

I led product design at a database start-up. I established design processes, defined the role of design in our strategy, built and documented a design system, ran research studies, and coordinated with leadership to design the v1 of our product.

SolarWinds / Principal UX Designer
JAN 2011 - SEP 2021, AUSTIN

Worked with product managers and developers across the SolarWinds Core IT business to deliver new features, refactor legacy features, and launch new product lines. Built complex, interactive prototypes (Axure, Angular, d3). Facilitated design sprints using a custom 4-day model. Mentored junior designs, wrote case studies for successful projects, worked with a worldwide team to deliver products that users love.

Hyper9 / User Interface Lead
DEC 2007 - JAN 2011, AUSTIN

Designed and built a robust, modular user interface (Flex). Collaborated extensively with founders and backend developers to find creative ways to use our underlying technologies to solve user problems.

Surgient / Engineer
MAY 2003 - DEC 2007, AUSTIN

Performed a variety of full-stack development tasks, primarily using SQL, C#, and C++.

ProTier / Front End Developer
MAY 2001 - MAY 2003, NEW ORLEANS

Designed and built the company's web-based UI (C#/ASP.Net).