

## Summary

AI-native Senior Product Designer with 20+ years building enterprise and fintech products. I turn ambiguous problems into working prototypes — solo, end-to-end — using AI as a working partner from discovery through development. UI/UX has been part of my practice since 2010. My work spans AI infrastructure design, enterprise tool consolidation, and assistive accessibility, with measured outcomes including 78% gains in approval speed, 62% gains in approval volume, and 18-application consolidation into single workflows. Currently at American Express designing AI-native enterprise experiences.

## Experience

**American Express** (Full Time - Remote) Jan 2023 – Current  
**Senior Product Designer (Future of Work)**

Embedded AI-native designer working end-to-end — discovery through prototype — without traditional team scaffolding. Secured director-level buy-in; building VP pitch deck for internal funding.

Projects:

- **AI-Augmented Executive Workspace:** Conceived and prototyped an AI-augmented executive workspace that orchestrates work, people, and strategy into a single unified experience.
- **Conversational Interface and Embedded Layer Design:** Designed the conversational interface and embedded layer for an enterprise agentic AI system that surfaces tacit knowledge from various sources.
- **All-in-One Workspace Design:** Contributed to the design of an all-in-one workspace that consolidates fragmented internal tools into a single interface.

**Immersive Tech Evaluation:** Led formal evaluation of VR, AR, MR, and other emerging hardware for Future of Work — assessing ergonomics, productivity, enterprise fit, and cost across multiple devices. Delivered recommendation to leadership on where immersive tech fits at Amex. In flight.

**Hartford Insurance** (Consulting - Remote) 2022 – 2023  
**Senior UX Product Designer**

Consolidated 18 disparate internal applications into a single decision-making workflow, dramatically improving clarity and speed for actuary, product, data science, and pricing-analyst roles. Screens not shown due to rights of use.

**TIAA** (Contracting — Remote) July 2021 – 2022  
**Senior UX Product Designer**

Led discovery for products on the 3–5 year roadmap — product canvases, end-to-end user flows, wall walks — aligning cross-functional teams through rapid research cycles.

**Nextiva** (Consulting— Remote) 2021  
**Product Designer, Early AI**

Designed AI-powered customer-experience features in 2021 — real-time journey visualization, live sentiment and tone analysis, trend discovery, and next-step recommendations for agents. Also delivered UI/UX for a survey builder and automation suite.

**Eyeteck** ( Full time - Remote) March 2020 – 2021  
**UI/UX Lead Designer**

Led design of Eyeon, a complete OS for users who interact only with their eyes. Spanned OS shell, AAC apps, environmental controls, communications, and a caregiver-facing board builder. Built the design system, partnered with firmware on predictive eye-tracking, and tested remotely with disabled users through COVID-19.

**American Express** (Full Time) Aug 2016 – Mar 2020  
**Senior UX Designer**

Led design vision for flagship mobile and enterprise tools. Presented in global VP town halls and secured stakeholder buy-in for new initiatives.

Projects:

- **Amex Actions:** Consolidated reject/approval workflows from 11 internal systems into a single front-end experience. Resulted in a +78% approval speed and +62% approval volume.
- **Sync:** Created a customizable executive dashboard with an embedded AI Assistant. Presented in global VP town halls to drive buy-in for a new operating model.
- **MAE:** Co-designed an Amex chatbot character (3D avatar + conversational UX) in 2018–2019. Established an early track record in conversational AI design.

**Avnet** (Phoenix, AZ) Nov 2015 – Sept 2016  
**UI/UX Lead Designer (Contracting)**

Redesigned Avnet's global e-commerce platform for responsive mobile — landing pages, dashboards, cart, checkout, navigation, and 3D interactive components. Established style guides, branding standards, and oversight processes for the broader UI/UX team.

## Earlier Experience

**(TricomB2B, PAI, KGUN 9, InterPro, WLB) 2005 – 2015**

**UI/UX Designer · 3D Animator · Graphic Designer**  
UI/UX, motion graphics, and 3D animation across CMMS, education, broadcast, and heavy-industry training. Clients included Flowserve, Cummins, Emerson, Metso, ArcelorMittal, and Barrick Gold. At PAI (2010–2014), founded a 3D animation department that grossed \$1M+ in its first year and contributed UI/UX to Performance Tracker — first product-software work in my career.

## Recognition & Independent R&D

**The Art Institute** (2009–2011): Nominated to the Animation Curriculum Advisory Board for animation curriculum development.

**Independent R&D** (2024–Present): Sole inventor on next-generation computing processor architecture; two U.S. provisional patents filed. Used AI as a design and research partner end-to-end.



Brad Beam

## Professional Skills

- AI-Assisted Research Synthesis
- AI Prototyping
- AI Output Verification
- Agentic AI Design
- UX/UI Design
- Product Discovery
- User Research
- Journey Mapping
- Wireframing & Prototyping
- Usability Testing
- Design Systems
- Cross-Functional Facilitation
- Motion & 3D Production

## Computer Skills

- Figma
- Sketch
- Adobe Creative Cloud
- Autodesk Maya
- ZBrush
- After Effects
- Claude Opus
- ChatGPT
- Perplexity
- Midjourney
- Replit

## Education

Bachelor of Arts in Animation  
The Art Center Design College  
Tucson, AZ

## Portfolio

[www.bradbeam.info](http://www.bradbeam.info)

## Contact

[beamgraphics@gmail.com](mailto:beamgraphics@gmail.com)  
[520.906.2765](tel:520.906.2765)

## Social

[LinkedIn](#) | [YouTube](#)