



Breanna Chou

Sr Product and Interaction Designer

Contact

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About me

I'm a product designer with a passion for creating meaningful user experiences and a knack for eye-catching UI. I approach design with a laid-back yet driven attitude, aiming to blend function and aesthetics seamlessly

Education

Graphics and Web Design

Valencia College
2012- 2018

Animation

University of Central Florida (UCF)
2014- 2016

Accomplishments

Framatome Hackathon **March 2019**

Honorable Mention

Adobe Creative Jam **Oct 2018**

2nd Place

Abilities

UI/UX Design
Prototyping
Graphic Design
Design Leadership
Illustration
Information Architecture

Software & Tools



Work History

SonicWall (Present)

Since joining, I have focused on bringing the CSE platform up to speed following the acquisition, transforming its usability and visual design to seamlessly align with the brand's next phase. In doing so, I guide the engineering team on best practices and work to unify the user experience across products.

Lead Product Designer / Interaction Designer
Aug 2024-Present

- Overseeing features from concept to completion.
- Works with PMs to ideate user experience with company requirements and restrictions.
- Brings cross-team alignment on products.

Arista Networks (4y)

I was a valuable member of the CloudVision team at Arista Networks, contributing to a product utilized by prestigious companies such as SpaceX, Wells Fargo, Pepsi, NFL, Lego, Microsoft, Disney, and many others. I supported Arista's strong customer support efforts, ensuring the platform's scalability and suitability for businesses of all sizes. My role involved the following positions:

Lead Product Designer

July 2022- May 2024

- Overseeing design projects from concept to completion.
- Cross-functional team alignment.
- Expanded our design team from 2 to 12 members, accelerating their onboarding to swiftly address critical projects across new releases.

UI/UX Designer

Oct 2019-July 2022

- I understood needs from our customers through competitive analysis while also creating visually appealing interfaces.
- Created prototypes and wireframes to visualize and test design concepts before implementation.
- Analyzed data and user feedback to iterate on designs and improve the overall user experience.

Sofriendly (1y10m)

UI/UX Designer

Jun 2018- Oct 2019

- Incorporated strong visual design skills to create visually engaging interfaces.
- I managed multiple projects concurrently, overseeing timelines, resources, and client expectations.
- Projects ranged from VR user flows to website dashboards and applications.