Brian Saunders
Product Designer in Chicago

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EXPERIENCE

Principal Product Designer, Paylocity

August 2022–Present

Mentorship
Formally mentored three different designers in 2024, all of whom
were promoted, one to a Principal Designer role.

New native mobile apps (2022–24)
Proposed concepts for new employee-focused apps to executive
leadership, secured funding, and originated a product team 50+
strong. Led a team of seven designers to deliver iOS and Android apps
in 18 months, which earned a 4.8 iOS App Store rating (highest among
Paylocity competitors).

Multi-platform design system (2024–25)
Eliminated designer complaints by architecting a new multi-platform
design system and Figma component libraries, improving handoff and
consistency across the enterprise. Led a team of five designers to
implement the token system and build the libraries. Developed the
new UI color system with light and dark themes.

Mobile new hire onboarding (2024)
Increased mobile app adoption and recurring utilization by bringing
Paylocity's onboarding product for new hires into its mobile app.

Product Design Lead, Paylocity

August 2020–August 2022

Increased MAU from 20k to 1M+ for Paylocity's Community product.
Provided strategic direction for design projects in my squad. Led the
design org's transition to Figma and ran training sessions.

Senior Product Designer, Paylocity

June 2016–August 2020

Designed data-intensive experiences in complex domains like payroll.

Interaction Designer, Vokal Interactive

2014–2016

Designed and implemented multi-platform experiences for clients
including ComEd and Thousand Trails Campgrounds.

User Experience Designer, Maddock Douglas

2010–2014

Created a design system for Blue Cross Blue Shield of Michigan's
Member and Retail portals and helped implement it. Facilitated client
workshops, coded prototypes, and conducted user testing.

EDUCATION

BFA Visual Communications
Northern Illinois University, 2009

SKILLS

Design
Design leadership
User research
Figma (early adopter, since 2016)
Design systems strategy and building
Native mobile design
Rive

Programming
React
TypeScript
SwiftUI
Tailwindcss
Shadcn/ui
Figma plugin/widget APIs
Git-based workflows

AI tools
I've incorporated AI tools into my design
and development workflows and feel they
have made me a more capable designer.

RECOGNITION

Excellence in Action (2023)
Received Paylocity's "Excellence in Action"
award—one of four people to receive it out
of a pool of ~1,200 employees in Product
and Tech.