ERIN BRYANT

DIRECTOR, PRODUCT DESIGN & EXPERIENCE STRATEGY

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PROFILE

Product design and experience strategy leader with 20+ years of experience simplifying complex enterprise products, building scalable interaction systems, and leading global teams. Former Director of Devices UX & Service Design at Motorola Solutions, designing mission-critical public safety technologies across devices, software, AI, and services. Led SimpleTouch from research-driven interactions to a reusable design and Android component framework adopted across Motorola businesses. Combines hands-on prototyping and user research with product strategy, technical collaboration, and organizational design leadership.

CORE STRENGTHS

Enterprise Product Design • Design Systems & Governance • Mission-Critical Workflows • AI-Enabled UX • Interaction Architecture • Hands-On Prototyping • User Research • Cross-Functional Leadership • Secure Product Experiences

SELECTED PRODUCT & SYSTEM INNOVATION

- SimpleTouch UI Framework: Scalable interaction standards and Android software components for touchscreen and physical-key products, adopted across Motorola businesses; contributed to faster time to market and revenue growth.
- APX NEXT + ViQi: Hands-on design, prototyping, and UX enablement for connected public safety products and Motorola Solutions' first public safety voice assistant; 2019 Innovation of the Year.
- MOTOTRBO Ion: Integrated experience strategy across connected devices, software, provisioning, and customer service workflows.

PROFESSIONAL EXPERIENCE

MOTOROLA SOLUTIONS, INC.

Director, Devices UX & Service Design | 2017–2021

- Led global product design and service design strategy for mission-critical public safety platforms, directing multidisciplinary teams across four international regions.
- Scaled SimpleTouch into a reusable design system and Android software component framework supporting touchscreen and physical-key interactions; drove consistency across product families and adoption by other Motorola businesses.
- Personally designed and prototyped experiences and led UX enablement for APX NEXT, ViQi, and MOTOTRBO Ion, translating field research and complex operational requirements into intuitive workflows.
- Contributed directly to ViQi innovation and user testing, including research that influenced the voice assistant's name and interaction experience.
- Collaborated with cybersecurity and engineering teams on authentication requirements involving AWS GovCloud and government certification constraints.
- Established design governance and cross-functional ways of working; presented product concepts and strategy to executive and board-level stakeholders.

MOTOROLA SOLUTIONS, INC.

Senior Staff UX Designer & Site Lead | 2011–2015

- Served as site design lead for a multiyear research and design effort supporting Motorola's first public safety touchscreen device, beginning years before product introduction.
- Facilitated research with public safety professionals; designed and prototyped interaction models across APX, TETRA, WAVE, and commercial radio ecosystems.
- Partnered with Product and Engineering to translate field insights into product requirements, interaction architecture, and implementation guidance; mentored international designers.

THINKRITE INC.

Senior Manager, User Experience | 2015–2017

- Led UX and research across Android, iOS, and Linux enterprise products; directed a major redesign that improved usability and supported B2B sales.
- Introduced structured user testing and improved cross-functional development practices, reducing delivery cycles. Recognition: Employee of the Year.

LB VISIONARY EXPERIENCES

Founder & Head of Experience Strategy | 2021–Present

- Lead independent experience strategy consulting focused on customer decisions, service journeys, technology integration, and implementation planning in real estate and built environments.
- Apply UX research, journey mapping, structured intake, and concept development to turn complex client needs into actionable recommendations.

SEZMI CORPORATION

UX Manager | 2006–2011

- Led UX for a connected hardware, software, and service platform; managed designers and partnered with Engineering on interaction design, system architecture, and feature integration.
- Contributed to patent-backed product innovations; CES product demo earned 5-Star recognition.

TOOLS, RECOGNITION & EDUCATION

Tools & Methods: Figma, Miro, Jira, Confluence, AI-assisted tools, rapid prototyping, journey mapping, workflow mapping, user research, Agile/SAFe.

Recognition: 7 U.S. patents / patent publications • 2019 Innovation of the Year • Top 10 Women of Motorola Solutions • Employee of the Year

Education: Bachelor of Science, Digital Media (Human-Computer Interaction focus)