

Justin Brazeau

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Bangkok, Thailand (Global Remote)

PROFESSIONAL SUMMARY

Product designer with 10+ years across product UI, brand, web, and frontend. Built and runs a custom design pipeline of automation, agents, and AI tooling that handles 60 to 80% of production work, leaving human time focused on craft, strategy, and direction. Background across SaaS, fintech, web3, creator tools, and remote startups. Strongest at the seam between design and frontend: shipping production UI, building design systems, and operationalizing AI across the creative pipeline. Open to senior or staff-level remote roles, full-time preferred, part-time and contract considered.

CORE COMPETENCIES

Product & UI/UX Design

Figma Design Systems

AI-Augmented Workflows

Design-to-Frontend

Brand Identity

Interactive Prototyping

Workflow Automation

Human-Centered AI Design

WORK EXPERIENCE

Odd Scenes November 2024 - Present

Founder / Creative Director - Independent Design Practice

- Independent design practice serving early-stage startups across brand, web, product, pitch decks, social, and merch.
- Built a custom production stack on n8n, Claude, Midjourney, Recraft, ElevenLabs, and Runway that automates 60 to 80% of every service pipeline (research, brief generation, concept generation, asset production, delivery).
- Architected a multi-agent system with slash-command workflows for sales, proposal, onboarding, delivery, and handoff - production-live across HubSpot, Linear, Google Drive, Stripe, Slack, and Gmail.
- Global client base across AI, SaaS, fintech, creator, and e-commerce verticals. Solo human creative direction; AI handles execution and operations.

Mode Network May 2024 - October 2024

Lead Product Designer - Toronto / Remote

- Lead product designer on a Layer 2 protocol building cross-chain interoperability infrastructure.
- Designed wallet, bridging, and staking flows for high-value financial actions. Focus on reducing drop-off in complex onboarding.
- Shipped product UI for interactions where mistakes are irreversible, leaning on progressive disclosure, clear state communication, and recoverable error paths.

Mantle Network December 2022 - September 2023

Senior Product Designer - Remote

- Senior product designer on Mantle's L2 ecosystem, a top-25 chain by total value locked at the time.
- Designed core protocol UI and ecosystem-facing product surfaces.
- Worked alongside engineering on data-heavy dashboards, transaction flows, and protocol primitives.

Windranger Labs February 2022 - September 2023

Senior Product Designer - Remote

- Senior product designer across a portfolio of connected dApps in a single ecosystem.
- Built and maintained a shared design system across multiple products, balancing consistency with the autonomy each product team needed.
- Specialized in making high-stakes, irreversible financial actions safe and clear for non-technical users. Heavy emphasis on edge case handling, confirmation patterns, and error recovery.

Toptal

April 2016 - April 2022

Freelance Product Designer - Remote (Global)

- Six years of freelance product design through the Toptal network, serving clients across SaaS, fintech, and consumer products.
- Ranged from early-stage MVPs to product redesigns at later-stage companies. Heavy mix of UI, UX, and design system work.

GoHiring GmbH

April 2017 - March 2019

Designer and Frontend Developer - Berlin / Remote

- Hybrid designer / frontend role on a B2B HR tech product.
- Owned UI design and frontend implementation for product features. Worked across the design-to-shipped-code seam end-to-end.

Scubago

April 2019 - June 2020

Frontend Developer - Remote

- Frontend development on a consumer travel platform. Built and maintained UI components, page templates, and user-facing flows.

SELECTED PROJECTS

Odd Scenes Design Pipeline [Live / Production](#)

Custom multi-agent automation stack covering research, brief, concept, asset, and delivery for six design service categories. Runs on n8n with Claude, Midjourney, Recraft, ElevenLabs, and Runway, integrated with HubSpot, Linear, Stripe, and Slack. Reduces per-project human time by 60 to 80%.

n8n · Claude · Midjourney · Recraft · ElevenLabs · Runway · HubSpot · Stripe

Cross-chain Interaction Patterns [Mode Network](#)

Wallet, bridging, and staking flows designed to reduce drop-off on high-value, irreversible actions. Progressive disclosure, clear state communication, and recoverable error paths for non-technical users handling real financial risk.

Multi-product Design System [Windranger Labs](#)

Shared design system across a connected dApp ecosystem. Token architecture, auto-layout standards, component library, and contribution governance model. Used across multiple product teams; reusable foundation reduced redundant design work across the organization.

EDUCATION

Graphic Design — George Brown College

SKILLS

Product & UX: Product design, UX research, user flows, information architecture, interaction design, design systems, prototyping, usability testing, accessibility

Visual & Brand: Brand identity, logo design, typography, visual systems, layout, presentation design, illustration direction

AI & Automation: Human-centered AI design, generative design, AI tooling integration, agent system design, workflow automation (n8n), prompt engineering, model selection, AI-augmented creative pipelines

Frontend: HTML, CSS, JavaScript, TypeScript, React, Next.js, Tailwind CSS, Node.js, Git, responsive layout, component libraries

Design Tools: Figma, FigJam, Figma Make, Paper, Canva, Adobe Creative Suite (Photoshop, Illustrator, Lightroom), Affinity Designer / Photo / Publisher

AI & Generative: Midjourney, Ideogram, Recraft, Claude Design, Runway, ElevenLabs, HeyGen, Higgsfield

Dev & Deployment: VS Code, Cursor, GitHub, Vercel, Docker, DigitalOcean

Ops & Workflow: n8n, Linear, Notion, HubSpot, Slack, Google Workspace, Stripe