

# Chris Brause

## Product Design & Strategy

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### Key Experience

MEMORIAL SLOAN KETTERING CANCER CENTER

NEW YORK, NY

#### Clinical Experience Design Lead, Health Informatics

Nov 2023 - Present

Enhancing the “UX of the hospital” with digitally enabled experiences in physical clinical settings by collaborating with MSK leadership and cross-functional teams.

- Primary design and technology liaison for MSK's new 31-floor inpatient hospital
- Leading a year-long clinical trial assessing sonic interventions in recovery rooms, impacting 1,800+ patients and staff, initiated from a personal POC.
- Conceptualized and developed design and tech blueprints for 10 hospital space vignettes in partnership with clinical leadership and architectural firms.

#### Senior Product Designer, Tech Incubation

July 2021 - Nov 2023

Developed innovative solutions by leveraging emerging technologies and rapid prototyping to address oncology challenges with a cross-functional innovation team.

- Designed and delivered 11 POCs using AI, mixed reality, and speculative design to drive strategic roadmaps, 0-1 initiatives, and external partnerships
- Developed a biophilic soundscaping POC, fostering partnerships with 12 MSK departments, vendors, and SMEs, to develop a novel commercial product
- Enhanced workflows and user experiences through multi-platform prototypes, wireframes, and user flows for clinical and non-clinical applications.

CEDRUS DIGITAL

NEW YORK, NY

#### UX Design Competency Lead

June 2020 - June 2021

#### UX & Design Strategy Team Lead

Dec 2018 - June 2021

#### UX Designer & Design Thinking Facilitator

Feb 2018 - Dec 2018

Transformed Cedrus' design practice by scaling operations, delivering innovative solutions, and mentoring teams.

- Grew design capabilities and offerings by 250% by formalizing user-centered processes and expanding service offerings.
- Grew team from 1 to 4 via high-impact innovation projects and building client trust.
- Partnered with IBM to launch a Fortune 125 design thinking and innovation program, creating 10 product teams and achieving > \$5M in projected savings.
- Shipped a responsive dashboard for 300+ Mercedes-Benz dealerships, streamlining inventory, pricing workflows and enhancing operational efficiency

SONY MUSIC ENTERTAINMENT

NEW YORK, NY

#### Release Planning Manager

Mar 2013 - Sept 2017

Managed global distribution for Epic Records albums, singles, and videos, coordinating across 119 digital platforms and physical retail.

- Coordinated between internal label teams, artists, managers, and vendors
- Streamlined rights clearance, creative services, and supply chain processes

### Awards & Speaking

Finalist, Breaking Through  
Conceptual Design Competition

*Healthcare Design Magazine*

Guest Lecturer on User Research  
& Usability Testing

*School of Visual Arts, NYC*

Featured guest speaker on  
Design Business Partnerships

*IBM Garage Partner Bootcamp*

### Education & Certificates

Bachelor's of Communication,  
focus in Public Relations

*Virginia Tech*

Enterprise Design Thinking  
Coach

*IBM*

Advanced Design Thinking

*IDEO U*

User Experience Design

*General Assembly*

### Key Skills

Product Design  
User Experience Design  
Design Team Management  
Design Thinking  
Wireframing  
Workshop Facilitation  
Rapid Prototyping  
Service Blueprinting  
User Flow Diagrams  
Storyboarding  
User Research  
Usability Testing  
Storytelling and Presenting