

Brandon Wingfield

Product Designer | Enterprise SaaS | Apple Platforms (tvOS, iOS, iPadOS)

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Summary

Product Designer with two years of enterprise HR SaaS experience at PrismHR, designing Onboarding and Talent Management for its PEO and HCM platforms. Founder of Playfyn Media, LLC and designer of Playfyn, a native Jellyfin client for Apple TV, iPhone, and iPad, built from firsthand experience self-hosting a media server.

Experience

Playfyn Media, LLC | Remote

Owner and Product Designer | May 2026 - Present

- Designed Playfyn, a native Jellyfin client for Apple TV, iPhone, and iPad, from concept to a launched 1.0, owning interaction design, visual design, and product requirements.
- Authored the Product Requirements Document (PRD) and directed AI-assisted development with Claude Code, owning product and design decisions while Claude Code handled implementation.
- Audited 40 settings controls and found over half non-functional; wired up the high-impact ones and removed 13 dead ones through a reproduce, diagnose, fix, verify cycle.
- Built a token-driven design system with a single source for color, type, and focus, keeping states consistent across tvOS, iPhone, and iPad, adapting to light and dark modes.

PrismHR | Duluth, GA

Product Designer | March 2025 - April 2026

UX/UI Designer | March 2024 - March 2025

- Designed the admin and employee experiences for the Onboarding module and contributed to Talent Management on PrismHR's enterprise HR SaaS platform.

- Contributed design solutions across 30+ concurrent projects spanning Onboarding, Talent Management, and adjacent areas of the platform.
- Audited modules across the Professional Employer Organization (PEO) and Human Capital Management (HCM) platforms against the Design System, improving consistency and usability.
- Guided offshore design and development teams on Design System alignment, reviewing implementations and standardizing patterns across distributed teams.
- Worked with Product Managers and Front End Developers in a Kanban workflow to gather requirements, track work through each design stage, and hand off to development through completion.

Skills

Design: Interaction Design, Visual/UI Design, Prototyping, Wireframing, UX Writing, Accessibility (WCAG AA/AAA), Design Systems and Tokens.

Platforms: tvOS, iOS, iPadOS, Cross-Platform Design, Enterprise SaaS

Tools: Figma, Miro, Xcode, VS Code, Git/GitHub, Claude Code (agentic AI)

Education

Avocademy | Remote

UX/UI Foundations Certificate, with certifications in Accessibility and Agile Methodologies

Woz U | Remote

Application Development - Java Intensive Program

Interests

Self-hosting and homelab infrastructure, cooking, reading