

Brian Oppenlander

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SUMMARY

Senior product designer with 10+ years shipping consumer products end to end, from indie games with millions of downloads to enterprise software at Oracle. Over the past year I've worked AI-natively, designing, prototyping, and shipping full products solo with AI-assisted development. I care about taste, fast iteration, and turning messy problems into products people actually want to use.

WORK EXPERIENCE

MagicPixel · Founder / Designer & Engineer

Jan 2026 - Present

- Designed and shipped MagicPixel, an AI-native creative tool for game developers, owning product strategy, UX, visual design, prompt design, and front-to-back implementation.
- Designed human-in-the-loop workflows that turn natural-language prompts into production-ready pixel art with consistent variations, palette systems, and reusable components.
- Used AI-assisted development (Lovable) to prototype, validate, and ship real features in days instead of months, proving the loop between design intuition and shipped product can be near-instant.
- Designed developer-facing tooling (CLI and npm package) that pipes generated assets straight into game engines, removing the export and import grunt work that kills creative flow.
- Drew on a decade of shipping commercial games to identify the content-production bottlenecks AI is actually positioned to solve.

RareSloth · Co-Founder / Design Lead

Feb 2013 - Mar 2024 · Remote

- Co-led a two-person studio that shipped five mobile titles to 3M+ downloads, hundreds of Apple features, and an IMGA Best Gameplay nomination for King Rabbit.
- Owned product design end to end: game systems, UX, UI, visual design, animation, marketing assets, and launch campaigns across iOS, Android, tablet, and desktop.
- Built a 200+ component Figma design system with variables and responsive templates that powered the franchise's UI across multiple titles and later shipped as a standalone product.
- Ran tight iteration loops with live player data and community feedback, refining onboarding, progression, and UI over years of live operation.
- Operated as a true generalist across strategy, production, QA, ASO, and support, the same range AI-forward teams need from senior designers today.

Oracle Cerner · Interaction Designer

Jan 2013 - Jan 2015 · Kansas City, MO

- Designed clinical software used by healthcare professionals, simplifying dense domain workflows through research, stakeholder interviews, and iterative UI design.
- Translated complex requirements from clinicians and engineers into usable, shippable product flows.

EDUCATION

M.S. Human-Computer Interaction & Design

2010 - Sep 2012 · Indiana University, Bloomington

B.S. Informatics and Computing

2007 - 2010 · Indiana University, Bloomington

SKILLS

Product strategy
UX/UI design
Information architecture
User flows
Design systems
Prototyping
User research
Usability testing

TOOLS

Figma
Lovable
Cursor
Sketch
Unity
Spine
Supabase
Git

LANGUAGES

English
German · basic
Spanish · basic

HONORS

Eagle Scout