Juniper Brower

Art Director + Brand Designer | UX/UI + Design Systems

PORTFOLIO
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IN SUMMARY

Art Director and Brand Designer with 7+ years of experience translating ideas into cohesive visual systems across brand, digital, campaign and physical experiences. Combines concept development with UX/UI and systems thinking to create work that stays clear, consistent, and usable from early direction through production. Experience spans agency, gaming, cultural, and independent environments.

CREATIVE EXPERIENCE

MARCH 2026 - PRESENT

Gallery Educator VSR / Brand + Communications

Museum of Neon Art – Glendale, CA On-Site

Partner with museum leadership to shape visual direction across exhibitions, events, classes, membership, social, print, and in-gallery communications.

Develop campaign assets, interpretive graphics, and educational content that extend the museum's evolving brand and clarify specialized subject matter for broader audiences.

Lead and support cross-functional visitor-experience initiatives within a small museum team, carrying ideas from concept through public-facing execution.

2023 - 2024

Brand / Systems Designer

Southcoast – Huntsville, AL Remote

Led a company-wide brand and digital redesign spanning identity, UX/UI, interaction patterns, and supporting brand applications.

Built and documented a scalable design system with reusable standards and production-ready specifications for development.

Delivered an implementation-ready digital experience that moved through development with minimal design intervention.

AD/BRAND SKILLS

Brand Identity · Campaign Visual Direction Concept Development · Typography · Layout · Image Direction · Visual Systems · Graphic Design

DIGITAL SKILLS

UX/UI · Web Design · Interaction Design · Design Systems · Accessibility · Information Architecture

PRODUCTION SKILLS

Print · Digital · Social · Presentation Design · Production Artwork · Asset Production

TOP TOOLS

Adobe Photoshop · Illustrator · InDesign · After Effects · Figma · Jira · Notion · Google Workspace

EDUCATION

University of Alabama at Birmingham — *Art*

GRADUATED APR 2022

Book Shop School for Ads — *Art Direction*

JAN 2023 - SEPT 2024

2022 - 2023

Art Director – UX/UI Designer

Rubin Postaer & Associates Advertising — Santa Monica, CA On-Site

Art directed digital and customer-experience work for Honda, Acura, Southern California Edison, and RPA's internal brand.

Developed branded interfaces, layouts, and visual systems in partnership with UX, strategy, development, creative, and account teams.

Defined visual and interaction patterns for RPA's website redesign, creating a more consistent framework across a complex digital ecosystem.

2022

Production Designer

Innovation Integration Inc. (i3) — Huntsville, AL Remote

Produced implementation-ready 2D assets and interface designs for interactive training and specialized software applications.

Applied UX and interaction-design thinking within multidisciplinary production teams to support clear screen-based experiences.

2015 - 2023

Concept Designer / Art Director

Sparkman Indoor Percussion — Harvest, AL On-Site

Led concept design and visual direction across seven competitive seasons, including two WGI World Championship-winning productions.

Built cohesive visual systems spanning scenic design, costumes, props, graphics, and performance.

Directed multidisciplinary production from early concept through physical execution, maintaining consistency across large-scale live environments.

RECOMMENDATIONS

"...brilliant design skills across art direction, UI, and UX... consistently delivers polished, high-quality designs..."

Maya Karel, UX/UI Designer

"...adeptness at connecting the dots within a project... identifying key issues and transforming them into innovative solutions."

Nikky Gary, Senior Marketing Specialist

"...an absolute force of professional creative talent that spans solo projects and collaborative efforts of all shapes and sizes..."

Daniel, Senior Producer