

**Alex Marcinkiewicz**  
Product Designer

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## Summary

I design intuitive digital products and simplified user experiences from complex systems. I am usually responsible for a few different aspects of product design including product thinking, user experience, interaction design, product strategy, prototyping, and Interface design.

## Work

Product Designer  
**BlackBear.global**  
Amsterdam, NL  
April 2019 - August 2019

BlackBear.global is a Netherlands based startup focused on building a platform that allows young professionals and university students to complete business challenges for cash rewards. I spent roughly 5 months working with BlackBear to recreate their entire user interface and user experience. The iteration I have designed should be live around the end of August or early September of 2019.

Founder & Designer  
**Maintain**  
Boston, MA  
June 2018 - February 2019

Maintain is an ongoing project that aims to develop a mindful social network that transforms the quality of your digital life. We initially took this project in the direction of a typical software startup, but have since moved on to looking for different approaches in bringing our product to the market. As an inexperienced founder, I spent the majority of my time focused on the product. It took me three iterations of the UI/UX to capture my overall vision our roadmap.

## Skills

Interface	Visual Design	User Experience	User Flows
Prototyping	Responsive	Interactions	Strategy
Figma	Affinity	Sketch	InVision
HTML	CSS		

## Education

Mercyhurst University  
Marketing  
Erie, PA  
September 2016 - May 2018