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 for the potential of the system.

Skills & Tools

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