Brian Sekelsky
Designer

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in/brian-sekelsky

EXPERIENCE

User Experience Designer
Fidelity Investments
04/2023 — Present

Working side-by-side with product owners, analysts, developers, and researchers to translate complex financial data into practical, accessible, and visually appealing tools that help users manage and pay down their student debt.

Adjunct Instructor
North Carolina State University
01/2024 — Present

Planning, organizing, and teaching "Tech Tinkering for Designers". Leading workshops on emerging design tools like AI/ML, AR/VR, creative coding, and 3D modeling. Encouraging students to think critically about technology's role in design.

Designer & Researcher
National Science Foundation
08/2021 — 05/2023

Designed, researched, and developed three educational platforms with a cross-disciplinary team as part of a National Science Foundation-funded grant. Contributed to three academic design/HCI papers and presented at one conference.

Product Designer
Deliberate AI
04/2022 — 08/2022

Created a consistent design system, including flexible figma components, for an AI-driven application which supports mental health clinicians. Created print and digital marketing assets based off of the start-up's existing brand identity.

Graphic Designer
National Peace Corps Association
12/2020 — 08/2021

Collaborated directly with non-profit leaders, political consultants, and communications professionals to rapidly generate digital and print materials for use within publications fromthe wide network of Returned Peace Corps Volunteers.

Frontend Developer
Lemans Corporation
01/2019 — 09/2019

Designed and developed UX components for an e-commerce website within a corporate agile development team.

Secondary School Teacher
Peace Corps Tanzania
04/2016 — 10/2018

Planned and taught math and computer courses. Oversaw the design and implementation of two community-partnered grants.

EDUCATION

Master of Graphic & Experience Design
North Carolina State University
2020 — 2023
Received Faculty award for academic excellence. Tuition waived + stipend.

Bachelor of Science in Computer Science
University of Wisconsin – Madison
2012 — 2016

SKILLS

Typography
Motion Graphics
3D Modeling
Collaboration
Iteration
Humor
Creative Coding
Branding
User Interface Design
Data Visualization
Design Systems
Data-driven Design
Web Development

SOFTWARE/TOOLS

Figma
Blender
After Effects
Illustrator
Photoshop
InDesign
Premiere Pro
HTML5
CSS3
Javascript ES14
Webflow
Processing
Git
GitHub Copilot