

# Brian Sekelsky

Product Designer, Coder, & Teacher

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## EXPERIENCE

### User Experience Designer

Fidelity Investments  
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 Professor

North Carolina State University  
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  
2021 — 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  
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 & Web Developer

National Peace Corps Association  
2020 — 2021

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

### Frontend Developer

Lemans Corporation  
2019

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

### Secondary School Teacher

Peace Corps  
2016 — 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

User Experience  
User Interface Design  
Data Visualization  
Prototyping  
Web Development  
Creative Coding  
Typography  
3D Modeling  
Animation  
Co-design  
User Research

## SOFTWARE/TOOLS

Figma  
HTML5  
CSS3  
Javascript ES14  
Angular  
GitHub Copilot  
Blender  
Processing  
After Effects  
Illustrator  
Photoshop  
InDesign