

Michele Piotrowicz

piotrowicz.michele@gmail.com | 507.272.5059 | [Portfolio](#)

University of Minnesota Alumna with a background in psychology and education with a passion to create.

I believe good design comes from more than just design. By combining a psychological background we can begin to understand those around us, what drives us, and how to implement what makes us human into good design. Design then collaborates with empathy, understanding, and a sense of putting ourselves in others' shoes. It becomes more than just design; it becomes a story, a journey, and an experience.

Experience

Freelance User Experience Designer

Remote, August 2019 to Present

- Directed low, mid, and high-fidelity testing sessions
- A/B testing for user feedback
- Understood both qualitative and quantitative findings achieved from user research
- Analyzed and applied research and evaluations to prototype designs throughout the development process
- Developed usability testing scenarios and personas
- Conducted research using Optimal Workshop:
 - *Information architecture (tree testing), Website/app navigation, First-click testing*
- Collected and discovered patterns and themes of users
- Proficient in Prototyping
 - *Adobe XD, Figma, Photoshop, Dreamweaver, exposure to Axure, Balsamiq, Sketch*
- Storyboarding, wireframe development, card sorting
- Successful collaboration alongside graphic and product designers, software engineers
- Combined individual ideas while project planning
- Presented findings as a team while ensuring each member understands all aspects of the specific development process
- Logo development

Assistant Teacher

Augsburg Park Montessori School - Richfield, MN, March 2019 to May 2019

- Supervision of daily extended care while maintaining the school's values and positive environment for children.
- Supervised and supported pre-K and elementary-aged children during various daily activities including classroom, nap, and outside time.
- Supported Director and lead teacher in day-to-day operations while ensuring best quality practices and environment for children.
- Followed direction and feedback from management and co-workers.
- Communicated directly with multiple types of audiences from children to adults.
- Developed relationships with parents and families while communicating needs and daily outcomes. • Maintained a healthy, collaborative relationship with supervisor and co-workers.

Lead Instructor

Tech-Tac-Toe STEM Camp - Minneapolis-Saint Paul, MN, May 2018 to August 2018

- Lead and instructed a STEM-based summer camp
- Students were encouraged to design their own improvements and modifications to instructed projects to facilitate original thinking and add improvements based on their needs or their user's needs
- Implemented activities where students were taught a design process where they thought up their own designs, drew their prototypes, and then created and improved their designs based on feedback and testing

Lead Preschool Teacher

PattyCake Preschool - Minneapolis, MN, May 2017 to August 2017

- Lead and instructed a preschool classroom which included management of daily schedule, activities, growth, and social interactions of preschool-aged children.
- Collaborated alongside assistant teachers to provide the best education possible, which included meetings, communication of growth and behaviors, and implementation of daily schedules.

Student Participant

University of Minnesota Usability Lab - Minneapolis, MN, January 2017 to May 2017

- Tracking eye movement and facial expressions while in testing sessions
- Monitored mouse and keyboard activity including but not limited to heat maps, hot spots
- Live viewing of participants computer/mobile screen during testing to be engaged with the user's experiences

Education

University of Minnesota-Twin Cities

Minneapolis, MN, September 2016-December 2018

Bachelor of Arts in Psychology

Relevant Coursework: *User Experience in Design, Cognitive Psychology, Web Design/Development Extensive background in psychology and human behavior*

Rochester Community and Technical College

Rochester, MN, September 2014 to May 2016

Associates of Arts in Liberal Arts and Sciences

Software

Adobe XD | Axure | CSS | Dreamweaver | Figma | FluidUI | HTML | Optimal Workshop | Photoshop

Learning Resources

UX Planet | Nielsen Norman Group | UX Matters | Adobe XD Youtube | UX Stack Exchange | Dribbble | Behance | Usability.gov

Massive Online Open Courses

Online academic courses taken during self-learning

- The Web Developer Bootcamp - Udemy
- Introduction to User Experience - Edx
- User Experience Design: From Concept to Wireframe - Edx
- CS50's Introduction to Computer Science - Edx
- Human-Computer Interaction - Udacity

Relevant Coursework

Relevant coursework completed while attending university

- User Experience in Design - University of Minnesota
- Cognitive Psychology - University of Minnesota
- Web Design and Development - University of Minnesota

Extracurriculars

- UX Y'all Conference Attendee
 - User experience conference dedicated to learning and developing better design systems.
- University of Minnesota Alumni Association Member 2018 to present