

UX / UI DESIGNER at DESIGNATION in 2015

- Responsible for creating innovative and interactive concepts to solve user centered problems
- Created personas, task flows, user journey maps, annotated wireframes, and prototypes to develop and explain UX strategies
- Designed intuitive interfaces for both web and mobile platforms

QUALITY ASSURANCE at Deep Silver Volition, 2014

- Identified critical flaws in the software performance that hinders the end user's experience
- Documented defects in a bug database and effectively communicate how to reproduce issues to developers in a company of more than 200 employees
- Detected and reported art imperfections such as alpha sorting, stretched textures, draw distance, and clipping

DIGITAL SIGNAGE CONTENT MANAGER at ATLAS, 2013

- Managed all digital signs, including designing layouts and implementing new live data features and interactivity
- Scheduled meetings with clients and discussed desired content and goals for their signs
- Documented tasks on how to use Four Winds Interactive so that new employees have a reference on how to work the program

FREELANCE - MOBILE APP DESIGNER at NKS, 2012

- Designed the company's first mobile app to calculate stainless steel coil dimensions
- Self taught MobiOne app development software and programmed custom needs with JavaScript
- Tested app for correct functionality and design on both Android and iPhone

EDUCATION

University of Illinois at
Urbana-Champaign

2009-2014

B.A. in International Studies
(Focus in Technology)

Minor in Informatics

Konan University, Japan

2012-2013

Year in Japan Program

TOOLS

Adobe Illustrator CC

Adobe Photoshop CC

Axure RP

InVision

Pop

JavaScript

jQuery

HTML

CSS

3DS Max

SKILLS

User experience

Interaction design

User Interface design

Game design

Problem solving

Computer coding

Prototyping

Research

Agile methodology

Client management

PORTFOLIO

crolbiecki.com