CAROLYN ROLBIECKI

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UX / UI DESIGNER at DESIGNATION, 2015 (Present)

- 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

- Developed creative digital sign layouts and learned to implement 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 Sudies (Focus in Technology)
Minor in Informatics

Konan University, Japan 2012-2013

Intensive Language Program Study Abroad

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
Quality Assurance
Teamwork