

## **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