

DMITRI BILYK | UX



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Work

Jan 2020 - Mar 2020

• Hilton - Honors and Partnerships / UX Architect

Redesigning Hilton's reward program experience, and solutions for deepening enterprise partnerships with Lyft, Delta, Amex and others.

Defining and executing a UX strategy for new Honors "hub". Writing test plans for UXR to execute, working with stakeholders to define the scope, success metrics and existing research. Designing a contextual system to address user needs in Hilton Honors reward program UI.

Feb 2019 - Jan 2020

• Hilton - Connected Room / UX Architect

Contributed to IoT, TV UI, web-app management platform, iOS and Android app modules. Created scalable mobile UI system for arbitrary set of IoT, TV Channel, and Streaming apps, and suite deployments. Designed TV experience for TV Guide, Parental Controls, Settings, and Digital Compendium. Also worked on web-app backend interfaces. Created internal tool to prototype for TV with a web-app remote and Origami Studio. (Node.js, React)

May 2018 - Feb 2019

• Hilton - Mobile apps / Junior UX Designer

Experience improvements for Hilton Honors iOS and Android apps. Design system updates, coded iOS prototypes, quant. research via Adobe Analytics data lake, remote user testing, wireframing, prototyping, developer UX specifications.

April 2018 - May 2018

• Px Media / Web Developer

Short-term contract to identify and resolve custom UI issues. Root cause analysis and solution development in Wordpress (PHP).

2013 - 2018

• Freelance / Music Professional

Freelance sound design, audio engineering, music scoring, concert mixing. Audio engineering for talent such as Snoop Dogg, Seth Rogen, Earth, Wind and Fire. Recording/production credits for indie artists, sound design for PacMan mobile game, composer for short films, etc.

Passionate about...

Staying current on design

Material Design (web and native), iOS HIG, latest UX and UI trends, accessibility best practices, new web and native tools and technologies.

Continuous dev learning

Sketch Plugin API, ES6, CSS3, HTML5, React.js and related modules (ie. css-in-js), C#, Unity Engine, Swift, Gatsby.js, Node, Git.

Skills

Wireframing & UX Specifications
Logic diagrams and IA
Low, medium & high fidelity prototyping
Quantitative & qualitative research
Test plans & objectives
Personas and journey maps
Coded prototypes
Great communication & collaboration
Project planning

Education

2010 - 2015

CSULA / BM, Audio Technology

Multiple scholarship recipient, graduated with highest honors.

3.9 GPA

References

Available upon request.