

John Pechacek

Portfolio: <https://johnpechacek.github.io>

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Experience

Istation

Web Application Engineer

January 2023 – June 2024

- Established SCSS framework for a lessons template app that hosts 1000s of individual K-12 math and reading lessons.
- Unified app button styling for 5 visual themes by implementing a dynamic design system.
- Improved user experience by optimizing app responsiveness across desktop, tablet, and mobile devices by converting element sizing units, setting up media queries, and adjusting HTML structure.
- Collaborated with the UX team to implement Figma design features into dozens of app components and modules.
- Initiated, wrote, and maintained technical UI documentation, referenced by product, quality assurance, development, and engineering teams across the organization.
- Responsible for motion graphics and interactive lottie elements seen throughout student experience.

UX/UI Design Lead

June 2019 – January 2023

- Designed and built an experience that introduces preschool learners to their computer or tablet before benchmark assessments, which resulted in a 40% YOY increase in preschool assessment data accuracy.
- Created a suite of 7 interactive, pre-K Spanish reading activities, unified by a gamified rewards system, that teach and practice 25% of all pre-K U.S. reading standards.
- Led cross-functional teams through design-thinking sessions that produced the concepts and plans for the software's pre-K Spanish reading lessons and activities.
- Conducted usability tests with target student users early and often in the design process, which uncovered major design issues that were resolved before starting development.
- Mentored 5 designers with their technical knowledge and ability to achieve company goals on cross-functional teams with tight deadlines.

Interactive Designer

November 2012 – June 2019

- Built over 20 character rigs used across the interactive team to quickly produce new animations.
- Created with the interactive team 200+ animations and 75+ interactive elements for K-12 video lessons and interactive assessments based on State Curriculum and Common Core Standards across the U.S.
- Implemented music, sound, and graphics into animated video lessons according to the exact specifications of scripts, technical documents, and storyboards.
- Collaborated with quality assurance and development teams to quickly resolve bugs across lessons and assessments.

Skills

Figma | Adobe Creative Suite | Design Thinking | UX Research | Usability Testing | Accessibility
Documentation | Responsive Web Design | Design Systems | CSS | HTML | Javascript | Angular | Git

Education

Southern Methodist University

Dallas, Texas

Certificate Program - User Experience Design

June 2021

- Final Project: Collaborated with a team of 3 other students to ideate, conduct market research, iteratively design wireframes, conduct usability tests, and ultimately produce a high-fidelity prototype for a pet lost and found mobile app.

University of Texas at Dallas

Dallas, Texas

Bachelor of Arts - Arts and Technology

August 2012