MICHAEL KLEPACKI

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UX/UI designer crafting products and experiences that empower people via functional simplicity and moments of joy.

Experience		
	Lead UI Designer MESH Jan 2022 – Present	Leading visual direction; crafting user flows for new & updated features; produced new style guide & component library after brand refresh; designing high-fidelity prototypes for stakeholder demo & handoff to developers.
	UX/UI Designer Good Humans Nov 2021 – Dec 2021	Conducted user & market research; led creative direction; crafted user flow, produced style guide, & designed high-fidelity prototype for a questionnaire-based onboarding experience for a brand-new mobile app. *In collaboration with Ironhack Paris.*
	Set Costumer Film & TV Industry Jan 2017 – Feb 2021	Implemented & safeguarded costume designer's vision while accounting for various on-set demands; maintained costume continuity across non-sequential shooting schedule; ensured comfort & protection of principle cast.
	UI Designer Apex Evaluation Jan 2014 – Jul 2016	Redesigned survey reports & UI of iPad app; designed & built company websites with Squarespace & custom CSS; designed dashboard to view & manage responses from various surveys from multiple schools across district.
Education		
	Ironhack Paris UX/UI Design Certificate Sep 2021 – Dec 2021	Completed 5 projects in a 10-week intensive course teaching UX/UI Design. Final project selected among cohort's **top 3** and presented live to a public audience.
	Santa Fe Univ. of Design, University of New Mexico Filmmaking, Media Arts Aug 2011 – Dec 2013	Focus in Production: Direction. Art history & theory, genre conventions & evolution, screenwriting, visual storytelling, aesthetic & composition principles, team leadership, digital & film photography.
Skills		
	Figma, Sketch, Adobe Creative Suite, InVision, HTML5, CSS3	User-Centered Design, UX Research, User Interviews, Affinity Diagramming, Information Architecture (IA), Usability (Heurisitic) Evaluation, Wireframing, Prototyping, UI Design, Atomic Design, Design Systems, Interaction Design (IxD), Agile, Feature Prioritization, Lean UX, Handoff
Languages		
	English	Native
	French	Intermediate