JONATHAN MARKOWSKI

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EDUCATION

The Pennsylvania State University

University Park, PA

Bachelor of Science (B.S.)

May 2024

Major in Information Sciences & Technology: Division of Human Centered Design & Development Minor in Entrepreneurship Technology

PROFESSIONAL EXPERIENCES

Southern California Edison

Remote

UX Designer

June 2024 - Present

- Redesign and optimize the website experience, benefiting 370,000+ Edison customers, driving significant improvements in usability and engagement.
- Direct and lead User Acceptance Testing (UAT) and develop comprehensive User Interface/Business test cases, along with wireframes and interactive prototypes, ensuring smooth deployment of user-focused new website features across desktop and mobile platforms.
- Conduct Product Improvement Validation (PIV) tests and serve as a liaison between the design and development teams, facilitating clear communication and seamless feature integration.

AccuWeather

State College, PA

UX Summer Intern

May 2022 – *July* 2022

- Developed user-centered interfaces for web and mobile applications, enhancing the delivery of real-time weather data to millions of users globally.
- Created user-centered concepts, prototypes, and designs for a 24/7 digital weather streaming network, driving a projected 39% increase in ad revenue through strategic analysis of business and user impacts.
- Performed usability testing, usability testing, and data analysis to uncover pain points and improved the accessibility of weather-related features for users across 175 countries.
- Streamlined information architecture by simplifying webpage copy, categories and description labels, creating a more intuitive experience for a diverse global user base.

Centre Area Transportation Authority (CATA)

State College, PA

UX Intern

January 2022 - May 2022

- Redesigned user interfaces for CATA's mobile app and website, improving navigation and accessibility for a diverse range of transit users.
- Conducted extensive user research from inception to launch, including 83 target users and analyzing each response and accompanying data to inform prototypes of varying fidelity.
- Achieved a 42% increase in user downloads post-launch, demonstrating the success of a user-centered design approach and targeted improvements.

SKILLS

Design: UX Research · UI/Interaction Design · Agile Development · Information Architecture · Wireframing · Prototyping · Usability Testing · User Flows · Data Analysis · Data Visualization · Identity Systems

Software: Sketch · Figma · InVision · Jira · Miro · Adobe Creative Cloud · XD · HTML · CSS· JavaScript · LaTex · PHP · GitHub