

# Jonathan Markowski

UX Designer

## Design Experience

### **Freelance | UX Lead / Specialist - Contractor**

**August '22 - Present | Remote**

- Manage UX team and create strategy for long term design projects occurring side-by-side.
- Created concrete sprint schedules to manage design team efficiently / streamlined.
- Managed stakeholder expectations with current load of design team to ensure best possible results.
- Collaborated with CEO & CTO to create new strategic paths of their company to ensure a better timeline without rushed projects.

### **AccuWeather | UX Designer - Intern**

**May '22 - Aug '22 | Remote**

- Led discussions for designs I created on several high-profile projects.
- Generated and established comprehensive UX templates to standardize the initial phases during the design process.
- Designed wireframes of the mobile application at three levels of fidelity to aid user flows.

### **Freelance | UX Designer - Contractor**

**Jan '21 - June '21 | Remote**

- Collaborated with emerging VR company to create accessible interface within the virtual space.
- Conducted market & user research to understand wants and needs (Business & consumer side).
- Created a design system to be reused in future projects.
- Implemented accessible colors & UI within virtual environment for best possible user experience.

### **CATA | UX/UI Designer - Contractor**


**Jan '19 - May '20 | State College, PA**

- Facilitated and led close communication between developing team and key stakeholders at CATA in an 8 week period.
- Gathered and evaluated user research by surveying target users (83 responses). Used responses to form prototypes of varying fidelity levels.
- User downloads increased 42% after launch.

 [jmarkowski.xyz](http://jmarkowski.xyz)

 [Markowski.ux@gmail.com](mailto:Markowski.ux@gmail.com)

 [/jonathan-markowski](https://www.linkedin.com/in/jonathan-markowski)

 **610-245-7266**

## Education

### **Pennsylvania State University**

University Park, PA

Bachelor of Science:  
Information Science and  
Technology

## Tools

Figma  
Sketch  
Principle  
Framer Studio  
Photoshop  
XD  
Invision  
After Effects  
Spline  
LaTeX / PHP  
HTML/CSS/JavaScript

## Skills

User Research  
Wireframing  
Information Architecture  
User Flows  
Storytelling  
Usability Testing  
Rapid Prototyping