



MIKE BALCERZAK

UI / UX Designer

Mike has been immersed in art and design for nearly his entire life. He started out this journey by scribbling on the legs of his mother's dining room table and his passion and creativity has not let up since. Through grade school art shows, fine arts summer schools, all the way through a Bachelor's in Media Art and Design from the Art Institute of Philadelphia and beyond.

Mike is currently a UX/UI designer at Arcweb Technologies helping to solve challenging customer needs through beautifully functional designs. His career path has taken him through amazingly varied roles, leading to a vast bank of knowledge and experience that makes his work stand out.

Prior to Arcweb, Mike got his start as a freelancer for a small production company creating concept art and digital visual effects for a film. For his next outing at Traffic.com, he was the managing lead of digital artists helping to combine real-time traffic information with 3D graphics for broadcast TV. This work has led to countless innovations in the marketplace and has even been awarded several patents.

As a game designer and artist at At Merit Industries, a bar entertainment game development studio, he further honed his art and design skills. Being a small company with only a handful of employees, the people at Merit needed to wear many hats. Throughout his time there Mike has done everything from creating UI designs, concept art, 2D and 3D animation, Motion graphics, and more. There, he has also learned how to take an idea through the whole production and development cycle and craft it into a shippable product. His expertise and experience opened the door to management and he ultimately led a team of 3 artists through shipping countless games, on time and on budget, across several platforms.

Mike continues to learn, grow, and expand his skills even deeper in design, crafting unique and functional user experiences, and even dabbling into the wide world of front-end-development.

He's an active participant in the PHL Design community, helps out with the meetup group [Shame on UX](#), and continues to contribute to clients and community as a freelancer on the side.

Twitter: [@mikebalcerzak](#)

Behance: <https://www.behance.net/MikeBalcerzak>

LinkedIn: <https://www.linkedin.com/in/mikeballz>

Dribbble: <https://dribbble.com/>

Tumblr: <http://mikebalcerzak.tumblr.com/>

Experienced in:

- Sketch
- Adobe Creative Suite
- Unity
- 3D Studio Max
- 2D/3D Animation
- Motion Graphics
- InVision
- Branding
- Iconography
- Traditional and Digital painting
- Fine Arts
- Team Leadership and Management