PETER BIRLEM

Senior UX Engineer

picksoul.com

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303.818.1003

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Skilled | Experienced | Original

Nutritional Objective

Seeking to collaborate with a solid team at a progressive company, where my expertise in UX research & design can be constantly leveraged & evolved. I love iterating a perfect product, with a great team.

Professional Ingredients

Picksoul Creative	2016-Present
Senior UX Engineer	Denver, CO
Towers Watson	2015 - Contract
Senior UX Engineer	Denver, CO
TapInfluence	2014 - 2015
Senior UX Engineer	Boulder, CO
Envisiontel	2013 - 2014
Creative Director, UX Designer	Broomfield, CO
Picksoul Creative	2006 - 2013
UX Designer, Project Manager	Kailua, HI
Funbrain Division of Pearson	2003 - 2006
Interactive Designer/Developer	Boston, MA
Fablevision	2000 - 2003
Client Manager	Boston, MA
ToySmart.com	1998 - 2000
Content Development	Waltham, MA

Active Ingredients

University of Colorado	BA English
Boulder, CO	*1996-2000*
MA College of Art	Interactive Design
Boston, MA	*2003-2004*
Corcoran College of Art	Printmaking
Washington, DC	*2005-2006*
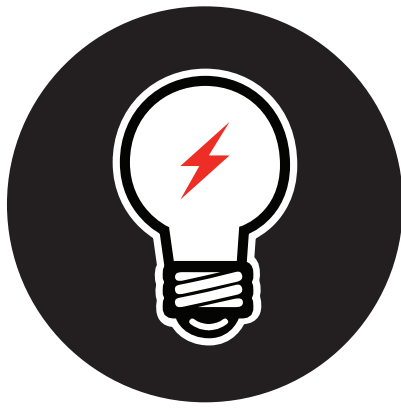
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Amount Per Serving	% Daily Value
Illustrator & the majority of Creative Suite	98%
Agile & Lean: git, jirra, SCRUM, sprint	97%
UX design software: sketch, xure, etc.	98%
Ionic, react, jQuery, angular, js	87%
MVC Development: ios/android/saas	94%
Personas, Usability Testing, User Stories	98%
3D Mapping & Motion Graphics	94%
AWS, github, cPanel, db's & ndb's, etc.	92%
Post-it Notes, Index Cards, Whiteboards	99%

Suggested Uses

UX Engineering

Experienced in the UX, ie. Architecture, UI, Personas, Analytics, Prototyping, Usability Testing & Accessibility

Front End Development

Constantly honing my skills in front-end development; obsessed with keeping it simple and iterating perfection

Agile Methodologies

Well versed in lean, feature driven, sprint-based, agile methodologies. Git & Scrum changed my life.

Major Team Player

Nothing builds a better product than a strong team who support leveraging one-another's skills in new ways, while constantly evolving their own

Made with equipment that also produces:

Painting, drawing, printmaking, music production, 3D mapping/projection, fishing, snowboarding, writing

* *Not a viable source of wheel spinning*

Φ *Contains 101.618% daily phi*