

S. DOMINIC DOPICO

USER EXPERIENCE DESIGNER

SUMMARY

I design experiences, interactions, and products for humans.



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<https://goo.gl/1qGTQ7>

WORK EXPERIENCE

INTERACTION DESIGNER

Stabilitas Ventures

May 2016 - Present

Help define product and feature user models and UI elements. Develop high level wireframes, prototypes, and user flows in order to effectively communicate interaction and design solutions. Assess usability of new and existing products and make constructive suggestions to improve the user experience.

Conducted over 65 user research interviews in order to secure \$225,000 in non-diluted funding from National Science Foundation.

USER EXPERIENCE DESIGNER

University of Washington (paid student position)

Nov 2015 - Jun 2016

Defined user requirements, usability goals, objectives, user profiles, and personas. Analyzed user requirements and translate into user flows and journey maps. Designed wireframes, mockups, and low fidelity and high fidelity prototypes for usability testing. Articulated visual identity. Aided in implementing designs by assisting in front-end and back-end application development.

COMPANY INTELLIGENCE SUPPORT TEAM LEADER

United States Army

Sep 2012 - Jun 2013

A central contributor to the planning process of combat operations conducted in the Horn of Panjwai, Afghanistan from November 2012 to June 2013. Analyzed information and intelligence data from multiple platforms in order to develop a detailed, interactive, and intuitive running intel estimate. Improved overall base defense plan using data-driven predictive analysis methods.

Analyzed information and intelligence data from multiple platforms in order to develop a running intel estimate. Improved strategic, company-level defense posture from 77% to 90%.

EDUCATION

HUMAN CENTERED DESIGN & ENGINEERING, B.S. (2015-2107)

University of Washington

SYSTEMS ENGINEERING, DEFENSE & STRATEGIC STUDIES, B.S. (2011)

United States Military Academy at West Point

skills

USER RESEARCH

USABILITY TESTING

PERSONAS

SITEMAPS

PROCESS DESIGN

USER FLOWS

REQUIREMENTS GATHERING

INTERACTION DESIGN

UI DESIGN

tools

PAPER + PENCIL

AXURE

INVISION

ILLUSTRATOR

PHOTOSHOP

INDESIGN

MAC

SKETCH

interests

YOGA + MEDITATION

MENTOR FOR PIXEL HUSKY (UW DESIGN CLUB)

HIKING