Steven Dolbey

UX Designer

Started as an engineering student but found more enjoyment in solving problems for users. Seeking an opportunity to craft high-quality digital products through user-centered design. www.stevendolbey.com stevendolbey@gmail.com (321) 890-2488

Education

University of Central Florida, Orlando, FL

B.A. Digital Media, Web Design

2020

Relevant coursework: User-Centered Design

Eastern Florida State College, Melbourne, FL
A.A. Associate of Arts 2018

Florida Institute of Technology, Melbourne, FL
Studied Software Engineering 2016–2017
Studied Mechanical Engineering 2015–2016
Relevant coursework: Human-Computer Interaction

Work Experience

Office Depot, Viera, FL Sales Consultant

2016-2019

- Worked with customers to understand their needs and help them find the right products and services.
- Educated customers about computers and their components to help them understand why some models offer a better user experience and value.

Green Tea Tournaments, Melbourne, FL
Owner, Event Manager, Design Lead 2018–2019

- Led an event production team, organizing and executing successful fighting game tournaments for players of all skill levels.
- Created graphics, curated music, and selected décor for a new series of fighting game events.

Crown Productions Gaming, Melbourne, FL
Manager, Event Manager, Designer 2015–2018

- Grew fighting game tournament attendance from single digits to the highest on the Space Coast.
- Designed the UI for Brackette, an in-house front-end for Challonge.com that allowed players to self-report their scores.

Skills and Tools

Wireframing, Prototyping, and Graphic Design

- Figma
- Adobe XD
- Adobe Illustrator
- Adobe Photoshop
- Affinity Designer

Development

- HTML
- CSS
- JavaScript
- PHP
- Java
- C++
- GitHub

Office

- Microsoft Office
- Google Workspace

Event Planning

Certifications

Adobe Certified Associate
Adobe Illustrator CS6
Score: 1000/1000
Adobe Photoshop CS6
Score: 951/1000