

Steve Orchosky

Product Design

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Experience

frog

Interaction Designer II

AUSTIN, TX
OCTOBER 2021–PRESENT

- Designed high-fidelity UI and interaction design for notifications and data visualizations of an enterprise software tool for an oil & gas client (ongoing)
- Led mobile app conceptual interaction design and created customer journey and ecosystem maps for the first IoT offering of an analog home goods client
- Collaborate with multifunctional teams & clients as interaction design lead through facilitating and participating in design critiques and presentations

Optum (CMU Capstone)

Design Lead

PITTSBURGH, PA
JANUARY 2021–AUGUST 2021

- Redesigned the user experience of deprecated software to create a mobile digital healthcare app to support patients undergoing long-term recovery

Microsoft (CMU Corporate Startup Lab)

UX Lead

PITTSBURGH, PA
JANUARY 2021–MAY 2021

- Led design and research for a mixed reality environment pitch utilizing an early release of Microsoft Mesh for remote collaboration in creative industries

Icon Marketing Communications

Digital Designer | Brand & New Business Team

COVINGTON, KY
APRIL 2017–AUGUST 2020

- Led and implemented Wordpress and Squarespace websites for seven unique clients in retail and technology, including The U.S. Playing Card Company
- Conceptualized and implemented a brand web page service to deliver over 200 custom web pages for retailers of Tempur-Sealy International
- Managed the agency's first digital design internship program

Clubessential

UI/UX Designer

CINCINNATI, OH
JUNE 2015–SEPTEMBER 2016

- Designed and presented responsive website for over 40 golf, yacht, and resort industry clients to increase membership and engagement with club staff

The Brandery

Design Intern

CINCINNATI, OH
MAY 2014–AUGUST 2014

- Created low- to high-fidelity mobile app prototypes, logos, and responsive websites for startups enrolled in the Brandery's 2014 accelerator program
- Promoted The Brandery's accelerator program, Demo Day, and public events through website content creation and management, poster design, and video

Education

Carnegie Mellon University School of Computer Science

Master of Human-Computer
Interaction
AUGUST 2021

University of Cincinnati

Bachelor of Fine Arts in
Electronic Media
APRIL 2015

Volunteer

MHCI Alumni Board Member

Carnegie Mellon University
JANUARY 2023 – PRESENT

MHCI Alumni Mentor

Carnegie Mellon University
JANUARY 2022–PRESENT

Skills

Research: Ethnographic
Research, User Interviews,
Contextual Inquiry, Surveys,
Usability Testing

Design: Wireframing, Visual
Design, Low/Mid/High-Fidelity
Prototyping, Design Language
Systems, Information
Architecture, Concept
Sketching, Storyboarding

Software: Figma, Photoshop,
Illustrator, Animate, InDesign,
After Effects, Invision,
Premiere, Sketch, Keynote