

Steve Orchosky

Interaction & Product Design

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Experience

frog

Interaction Designer II

AUSTIN, TX

OCTOBER 2021–APRIL 2023

- Designed high-fidelity UI and interaction design for notifications and data visualizations of an enterprise software tool for an oil & gas client
- 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 websites for over 40 hospitality industry clients to increase membership and engagement with private 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