

Taylor Dotsikas

UI, UX, Application Development, and Graphic Design

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TaylorDotsikas.com

Creative, hard working designer with over 2 years of UI/UX work experience, software development skills, and a background in graphic design. Fascinated with creating high-quality visual interfaces that reduce overall complexity to the user through a user-centered design approach. Strong problem solving and communication skills. Ability to work independently and in a team environment.

Education

McGill University | Montreal, QC

B. Eng Electrical Engineering Graduated December, 2015

Specialized in Human Computer Interaction, Operating Systems, and Microprocessor Systems.

Crescent School | Toronto, ON

Secondary School Diploma Graduated June, 2011

Work Experience

Web Application Developer | Saildrone (San Francisco Bay Area Company)

Remote work from Toronto, ON / February 2016

mission.saildrone.com

Saildrone utilizes a fleet of autonomous drone sailboats to collect high resolution ocean data. I worked closely with the COO to create a web application that clients can use to plan and manage their ocean data collection missions. I was responsible for all design and development work in a time sensitive project.

- Created wireframes in *Illustrator* that satisfied interaction design principles to facilitate use case scenarios and the needs of the typical user and the administrator. Communicated design decisions and iterated on the wireframes based on review sessions with the COO.
- Wrote the application using *AngularJS* and integrated the *Firebase* platform for data storage and user authentication. Developed extensive interactive map functionality with *Google Maps API* and *Navionics API* for precise location planning.
- Applied a clean visual design style consistent with the Saildrone brand using *CSS*.

UI/UX Internship | Junction Design (Digital Design Studio)

Toronto, ON / June - August 2015

Lead UI/UX Designer | Client: Fifth Light - Eaton Corporation plc.

Fifth Light connects lights and other electrical devices installed in buildings to their management software for maintenance and control. I was appointed as the lead UI and UX designer for their new management software because of my ability to understand their technology and how to assist in optimizing their business practices.

- Documented research on the company in order to understand how to improve the installation setup process.
- Created wireframes in *Illustrator* based on user data for nearly all aspects of their management software and iterated on them through feedback from client representatives. The user base was not available for testing.
- Created high fidelity mockups of the application and graphical production assets in *Illustrator* for the user interface.
- Frequently led meetings with client representatives discussing design decisions and project developments.

UI/UX Freelance Work | teaBOT

Toronto, ON / July - August 2014

teaBOT creates and deploys custom tea making machines. I worked closely with the co founders and application developers to improve the UI and UX of the tablet application that controls the machine.

- Created wireframes in *Illustrator* to facilitate all user interactions. Iterated on wireframes based on feedback from co founders.
- Created high fidelity mockups of the application and graphical production assets in *Illustrator* for the user interface.

Project Experience

Human Computer Interaction Design Project (McGill - ECSE 424)

September - December 2015

Final semester group project designing, implementing, testing, and refining an iOS application used to locate people of interest in confined locations using *Estimote Beacons*. The application evolved from a low-fidelity paper prototype to a fully functional system. I learned about user-centered design, rapid low-fidelity prototyping, usability testing, interaction design, and many more aspects of the design process and design evaluation during the course.

Beached - Web Application

June 2014 - Present

beached.tv

Created a web application with *Ruby on Rails* running on *Heroku* that lets users view the latest Youtube videos assembled in a live TV style format. The app also allows users to easily create their own live streams of Youtube videos.

McGill Schedule to Google Calendar - Web Application

May 2015

mccgillschedule.github.io

Created a *JavaScript* based web application with a partner that imports student's McGill weekly class schedules into their Google Calendars.

AERO McGill - Website

February - March 2015

aeromcgill.com

Designed and implemented the original website for the McGill Aerospace Society using *AngularJS*. I no longer maintain the site.

Smart Watch Design Competition (McGill - ECSE 322)

November 2013

Designed the technical specifications and physical appearance of a theoretical smartwatch. Our team won the class competition for best project.

Skills

Design Tools

Expert Knowledge in Adobe Illustrator.

Proficient in Adobe Photoshop and InVision.

Development

Proficient with C, JavaScript, HTML, SASS, Gulp, AngularJS, jQuery, Ruby on Rails, and Firebase.

Familiar with Ionic, Cordova, Matlab, Verilog (FPGA Development), Assembly language, and Java.

References

Sebastien de Halleux (sebastien@saildrone.com) | COO, Saildrone Inc.

As an external web application developer, Taylor worked on a very tight deadline, delivered on spec and on time with all the functionality expected. He went to great length to ensure any problem encountered was solved creatively at efficiently. We were all very pleased with his work and he was very easy to work with remotely.

Genco Cebecioglu (genco@junctiondesign.com) | CEO, Junction Design Inc.

As the UX/UI designer, Taylor demonstrated a level of expertise and professional attitude beyond our expectations throughout one of the most complex software design projects at our studio. I would strongly recommend him to any company who is looking for smart, talented, and hardworking design / technology hybrids.