

## Hey there, I'm Peter Fiek!

I'm a product designer who believes that knowing your user, purposeful UI+visual design, and converting feedback into progressive iterations are key to a successful human-centered digital experience. Away from the screens, I'm into drums+guitar, taking rec-league sports too seriously, and getting splinters woodworking. Dogs>cats, Coke>Pepsi, Tacos>Burritos.

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**General Assembly LA** / UX Design Bootcamp

**Learning Fuze** / Front-End Web Development

**Gnomon School Of Visual Effects** / Motion Graphics

**Chapman University** / BFA Graphic Design, cum laude

////////// ACHIEVEMENTS: AIGA OC Student Awards, CU Purcell Award (highest consistent quality of work in graduating class)



**Product Designer @ Experian** / Costa Mesa CA 09/17 – present

Building user-centered fintech products as a member of the Strategic Innovation team through concept and storyboarding, user interviews and prototype testing and iteration, and visual and UI asset creation.

**Visual/UI Designer @ Traffik** / Irvine CA 04/17 – 09/17

Worked on a range of clients in security, education, and healthcare industries. Responsibilities included site wireframes and hi-fidelity mockups, social media experiences and advertising, misc. production work.

**Visual/UI Designer @ Broadcom Corp.** / Irvine CA 01/10 – 01/17

Led first in-house Broadcom.com responsive framework + visual update, first brand guidelines, icon library, social media assets and product UI support.

////////// ACHIEVEMENTS: President's Award (2015), Departmental Spot Award (2014), three promotions in five years (2011, 2012, 2014).

**Freelance Designer @ Peter Fiek Design** / Irvine CA 06/08 – 03/10

Clients included: Shimano, Crossgrain Creative, Francoli USA, Nissan.

**Junior Designer @ On The Edge Design** / Newport Beach CA summer 09 + spring 08

Restaurant, corporate and entertainment branding & design.



Sketch, Invision, Adobe Ai, Ps, Id, Ae, Xd, Principle, HTML+CSS.

Some experience with C4D, Figma, Origami, Framer, Flinto, Invision Studio.

Collaborative ideation/iteration, wireframes/interactive prototyping, development collaboration, user testing/interviews, presentation slides.