

Thomas Walichiewicz

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Product designer

Skills

Design: Human system interaction, user experience, visual design, design systems, user journeys, storyboarding

Research: User research, interviews, survey design, quantitative data analysis

Prototyping: Testing design (A/B, multi-variate), low-fidelity prototypes, rapid-prototyping

Code: Front-end development (Typescript, React, Javascript, CSS, LESS)

Experience

Human Interest • Senior Product Designer

AUGUST 2017 - PRESENT

Sole product designer collaborating with product and engineering to design and deliver a modern 401(k) experience for small-to-medium sized businesses. Rebranded the business, built a new design system and component library used across all product offerings, and designed a multitude of solutions for complicated financial user interactions.

Common Cents Lab • Head of Design

JANUARY 2016 - AUGUST 2017

Worked with a team of researchers out of Duke University as a consultant for a number of fin-tech companies, ranging from startups to Fortune 500s. Designed, tested, and implemented solutions to help clients improve the financial health of their customers using behavioral economic research.

Miti Health • UX Design / Research Advisor

FEBRUARY 2014 - JANUARY 2016

Researched and analyzed the usage patterns and common trends of rural pharmacies in Kenya to design a better mobile pharmacy product.

Lyra Health • UX / UI Designer (Contract)

FEBRUARY 2014 - JANUARY 2016

Contracted to help a group of founders define an initial direction for their new mental well-being product.

Education

San José State University

2008 - 2013

Bachelor of Science - Psychology (HSI)