

MICHAEL SZCZEPANSKI

INTERACTION DESIGNER

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EXPERIENCE

- Jul 2015 - Sept 2015
- When I Work
LEAD UX DESIGNER
Worked directly with the CEO to brainstorm, define, and design new solutions for opportunities on the desktop and iOS applications. Introduced prototyping and new tools to quickly create and test ideas, flows, and edge cases to better understand users.
- Jul 2013 - April 2015
- The Nerdery
SENIOR UX DESIGNER
In this elevated role I was responsible for leading large projects that involved responsive designs, mobile apps, and desktop applications. I worked closely with sales to listen and provide guidance to clients through ideation workshops, requirements gathering, and sketching. Much of my time was spent mentoring junior and mid level designers through hands on training, lectures, and by building tools that help organize and communicate standards.
- Nov 2011 - Jul 2013
- The Nerdery
USER EXPERIENCE DESIGNER
By bringing development knowledge into the UX department, I was able to work backwards from development to learn from great leadership on how to extract requirements and test ideas. I worked as a production designer doing IA, wireframes, and visual design production on a variety of exciting projects. I excelled in creating user flows and wireframes for new applications along with existing apps that needed new features to fit within an ecosystem.
- Aug 2011 - Nov 2011
- The Nerdery
FRONT END DEVELOPER
Translated designs from agency partners into HTML/CSS. Received mentorship on modular and scalable methodologies for working in a collaborative environment with other front end developers. Assisted in the creation of UX prototypes to be evaluated through user testing.
- Nov 2008 - April 2011
- XO Communications
FRONT END DEVELOPER
Designing and developing marketing websites for a variety of industries through client work. A dynamic role that required selling, requirements gathering, designing, developing, testing, and launching small/medium websites for clients of the hosting company. I learned many new skills by being put outside of my comfort zone in a fast paced environment.
- 2005-2009
- Delta College
AAS COMPUTER NETWORKING
Studied a multitude of technologies relating to how devices are connected and how they're able to communicate. I received an advanced certificate for extending my education to cover Cisco, Microsoft, and Unix networking along with PHP/SQL development. Many other classes involved understanding how people used technology through HCI (human computer interaction).

SKILLS

Wireframes	●	●	●	●	●
IXD	●	●	●	●	●
iOS	●	●	●	●	●
Responsive	●	●	●	●	●
IA	●	●	●	●	●
Data Vis	●	●	●	●	●

TOOLS

Omnigraffle	●	●	●	●	●
Photoshop	●	●	●	●	●
InvisionApp	●	●	●	●	●
Pixate	●	●	●	●	●
Sketch	●	●	●	●	●

ACHIEVEMENTS



Speaker @ IoT Fuse 2015

Speaker on the topic of internet connected devices to create a "smart office". Spoke of design thinking when approaching embedded devices and revealed a prototype for tracking conference room availability.



Adafruit Author

Contributor of official tutorials for the tech community to educate makers on connecting their devices to the internet. Created a featured guide on how to create an indicator for a bathroom at an office which relays the availability to a website/app.