



EXPERIENCE

Immersion Corporation Principal Product Designer, IxD Architect R&D 2019 - present

As a Principal Designer my role is to lead innovation and best practices for UX and interaction design with haptics for automotive, mobile and gaming market. as well as research and present potential new business opportunities.

- Collaborate with PM, hardware and software engineers to define design scope.
- Research, UX Design, haptic effect design and UI design with developer hand off.
- Customer presentations on Haptic Design, UX guidelines and best practices.
- Infusing Design Thinking into company culture and product development.

Lightspeed HQ Senior Product Designer 2018 - 2019

- Used qualitative research to find customer Pain Points of Lightspeed Payments.
- In collaboration with PM defined product requirements and road map.

JDA/Blue Yonder Visual Design Practice Lead, R&D 2015 - 2018

Responsible for the Visual Design of JDA's next-generation SaaS solutions and guiding global teams with guidelines to create visual consistency between new and old products.

- Collaborated with UX Designers to create JDA Luminare Design System.
- Created Soft-Branding strategy for JDA Luminare Suite.
- Established Design System Content Strategy and Contribution Model.

Square Enix Montréal Senior UI/UX Designer 2013 - 2015

Led UI and UX Design initiative for the Hitman: Sniper phone and tablet game.

- Created Low & High-Fidelity wireframes, user-flow and interactive prototypes.
- Participated in User Testing initiatives
- Created production assets across full production circle.
- Participate in recruitment process and mentorship of UI/UX Designers

Behaviour Interactive Interaction Art Director / Senior Interface Designer 2008 - 2013

Ubisoft Montréal Senior UI Designer 2006 - 2008

EA / Criterion Games (UK) Senior UI Designer 2005 - 2006

Naked Penguin Boy (UK) Senior Designer 2004 - 2005

Argonaut Games Plc (UK) UI Designer 2001 - 2004

TOOLS

Photoshop CC
Illustrator CC
Adobe XD
After Effects CC
Sketch
InVision
Miro
Rightware Kanzi

SKILLS

Product Design
Interaction Design
Visual Design
Haptic Effects Design
Rapid Prototyping
Design Research
Art Direction
Video Editing
Illustration
Presentation

EDUCATION

UCA - Rochester (UK)
BA (Hons) Product Design
Class of 2001

LANGUAGES

Norwegian
Polish
English