



## 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 Luminate Design System.
- Created Soft-Branding strategy for JDA Luminate 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