

Jonathan Markowski

UX | UI | Product Designer

 Jmarkowski.xyz

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Work Experience

UX/UI Designer (Intern) | OurDate

September '22 – August '23 | Remote

- Communicated clearly within cross-functional teams to create user-centered designs and ensure user satisfaction (B2B).
- Created concrete sprint schedules to manage an agile design team efficiently.
- Worked directly with executives and stakeholders to align business goals, product strategy, and empathize with user needs.
- Delivered presentations and design proposals to senior executives.

UX Designer (Intern) | AccuWeather

May '22 – July '22 | Remote

- Designed user-centered concepts, prototypes, designs, and experiences for a 24/7 digital weather streaming network worldwide, for both mobile and website. resulting in a potential ad revenue increase of 39% after analysis of business and user impacts.
- Optimized information architecture of AccuWeather's webpage and simplified categories and description labels for the weather-related content to help users from 175 different countries.

UI/UX Designer (Intern) | Centre Area Transportation

Authority

Jan '19 – May '22 | State College, PA

- Administered effective communication channels between the development team and key stakeholders across entire project lifecycle.
- Conducted extensive user research by surveying target users (83 responses) and meticulously analyzed the data to form prototypes of varying fidelity.
- Achieved an increase of 42% in user downloads post-launch, indicating successful implementation of user-driven design and improvements.

UX Researcher | SideQuest VR

Feb '20 – July '21 | Remote

- Partnered with a cutting-edge VR company to build exceptional, intuitive, and seamless user-friendly interface within the virtual space for 15.2k users.
- Broke down complex problems and formulated design vision. Performed comprehensive market and user research, gaining valuable insights into the needs and preferences of both businesses and consumers.
- Established a robust design system to ensure future projects are efficient and consistent in style and function.
- Implemented accessible color schemes, user interfaces, and design systems prioritizing a simplistic user experience within the virtual environment.



Education: Expected to Graduate 2024 Spring

Pennsylvania State University-University Park, PA



Information Science and Technology (B.S) People, Organizations, and Society Branch

- **Specialization** in Human Computer Interaction (HCI), AI Systems, Privacy-by-Design
- **Minor:** Entrepreneurship Technology

Skills

Design:

- Figma
- Sketch
- Adobe Creative Suite
- Invision
- Spline
- JIRA
- Confluence

UX:

- User Interviews
- User Research
- Wire-framing
- Information Architecture
- User Flows
- Storytelling
- Typography
- Color Theory
- Interface Design
- UX Writing
- Copywriting
- Usability Testing
- Rapid Prototyping
- Privacy-by-Design
- Accessibility-by-Design
- Interaction Design

Coding:

- HTML/CSS
- JavaScript
- LaTeX/PHP