Mark Markovich

User Interface Designer

Profile

Excellent communicator and collaborator with over 16 years of professional experience in commercial illustration and narrative. UX and UI Designer with a background in Visual Design and User Research. Certificate in UX/UI from the University of Oregon with skills in User-Centric Design, UX Research, Storyboards, Visual Prototyping, and Wireframing using a broad range of software such as Figma, Adobe Creative Suite and ProCreate. Experience designing for desktop, mobile and other platforms.

Contact

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Education

University of Oregon   2021
Certificate of Completion in UX/UI Design

An intensive 24 week long boot camp dedicated to User Interface and User Experience. Skills learned consist of but not limited to User-Centric Design Research, Wireframing and Visual Prototyping, Information Architecture, User Interface design and Front End development.

Art Institute of Portland   2006
Bachelor's of Science in Digital Media Production

Skills & Competencies

Software
Adobe Creative Suite, Figma, Miro, ProCreate, Autodesk, Wordpress, Squarespace, Github

Languages
HTML, CSS, Javascript

Experience

University of Oregon / EdX   11/2021 - Current
Assistant Instructor - UX/UI Bootcamp

- Teaching 24 week UX/UI coursework including Design Thinking, Human Centered Design, User Journeys, Prototyping, UI Patters, Atomic Design, Heuristics & Usability Testing, Interaction Design
- Ensuring resources are made available to students and auditing materials for consistency, accuracy and relevancy.
- Working 1:1 with students inside and outside of class hours to ensure their success in the program
- Conducting QA of Front End pathway for educators

Martian Rover   2/2023 - 3/2023
Icon Designer - Midi Opener App

- Worked with the lead developer to understand the context and technical parameters of where my work would live
- Designed multiple options for each icon in the set and tested them against user feedback for clarity
- Iterated final designs based on feedback and reworked final designs for maximum readability at a small scale
- Since the release of version 4.0 with my designs proceeds from paying users have grew 500%

Forge Harmonic   07/2021 - 09/2022
UI Designer / Storyboard Artist (various projects)

- Worked in cross functional team to craft a clear narrative for patients and caregivers
- Designed visual personas and UI assets to be flexible and applicable based on existing research.
- Created engaging storyboard decks to showcase user journeys across various platforms, optimizing communication
- Built out screens in Figma using a design system created by the design lead
- Documented specs and proper usage of design elements within the design system to be referenced by other designers and developers
- Collected reference and inspiration of First Time User Experience from indirect competitors and other entities
- Wire framed various screens as a starting point for discussion and iteration
- Worked with Project Managers to ensure that data visualization designs remained accurate to the platform used by the clients
- Documented customization options and limitations of the visualizations platform to aid in matching them with the new design expression