

UI Designer & Developer

MARK NEMECEK

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EXPERIENCE

Compuware

March, 2012 – Present
Systems Designer/Developer

1. Design and develop responsive HTML5-based websites for mobile, tablet, and desktop use
2. Test cross-browser and cross-device compatibility
3. Collaborate with clients, designers, developers, and managers on strategy and execution
4. Follow an Agile development methodology

Big Communications

December, 2011 – February, 2012
Web Designer, contract

1. Designed and developed mobile websites
2. Designed and developed interactive presentations

Delphi Corporation

July, 2011 – December, 2011
User Interface Designer, contract

1. Designed interfaces for in-vehicle information systems
2. Produced HTML and video prototypes of user interaction
3. Compared designs to Dept. of Transportation guidelines
4. Analyzed focus group feedback and tested usability

College for Creative Studies

September, 2009 – April, 2011
Graphic Design Tutor

1. Tutored students in web design and typography
2. Helped solve software and hardware problems

EDUCATION

Human Factors International

Certified User Experience Analyst: March, 2012

College for Creative Studies

BFA in Graphic Design: May, 2011
Cumulative GPA: 3.3

SOFTWARE

proficient:

Adobe Creative Suite (all versions & all programs), Audacity, Autodesk 123d, Axure, Balsamiq Mockups, CSS 2 & 3, Final Cut, FontLab, HTML 5, xHTML, iRise, Justinmind Prototyper, Lectora, Microsoft Office, Mockingbird, Morae, OmniGraffle, Subversion, TortoiseSVN, Usabilla, Visio, Visual Studio

intermediate:

AJAX, Arduino, Blender, Cinema 4D, JavaScript (including jQuery, JSON, Processing, & WebGL)

novice:

PHP, SQL, Wordpress, XML, XSL

METHODOLOGIES

Agile (Scrum & XP), Cleanroom, Cores & Paths, Graceful Degradation/Progressive Enhancement, Hard Coding, RAD, UML, W3C Standards

HARDWARE

audio/video recording & editing, device testing & compatibility, digital photography, server maintenance, soldering

HIGHLIGHTS

2012: *Patterns In The Void* infograph displayed at Detroit Design Festival

2012: Illustration work exhibited at *Beyond The Cube*, Compuware employee art show

2012: Delphi's Software-Defined Vehicle concept is exhibited at Consumer Electronics Show, featured in *Consumer Reports* and *Wired Magazine*