

MARIA SURAWSKA

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EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN (UIUC), 2008
Bachelor of Fine Arts in Graphic Design
Minor in Information Technology Studies

SKILLS

PROFICIENT IN:

- » Adobe Creative Cloud
- » Sketch
- » InVision
- » Axure Pro
- » HTML, CSS
- » Agile and Lean UX
- » UX Tool Kit: Prototyping, wire-framing, sketching, journey mapping, customer experience mapping, personas, flows, usability testing, analytics, MVT and A/B testing
- » Digital & still photography
- » Microsoft Office
- » Google Docs
- » Fluent in Polish

WINNER OF:

- » Orbitz UX Day Away '13
- » Orbitz Technology Day Away '13
- » Orbitz Packaging Team Day Away '13

SPEAKER AT:

- » General Assembly's Intro to Design Community Event
- » UIUC Graphic Design Portfolio Review Year: '15, '14, '13

I'M INTERESTED IN:

- » Cats » Saturated colors » Cooking curry
- » Drawing tiny things » Handmade house decor
- » Dry erase markers » Orbs » Making pottery
- » Porcelain doll heads » Plants

RELEVANT EXPERIENCE

PUNCHKICK INTERACTIVE

Senior Product Designer

CHICAGO, IL MAR 2016 - PRESENT

- » Craft the user experience and visual design of cross-platform products for Fortune 500 clients (Android, iOS, responsive web) while utilizing prototyping, sketching, user flows and wireframing.
- » Lead the vision of UX, user research strategy, discovery sessions, and stakeholder reviews during the life of the project.
- » Create polished hi-fidelity designs while maintaining visual language systems and concepting various design directions.
- » Conceptualize innovative ideas and designs for sales presentations.

VOKAL INTERACTIVE

Senior Visual Designer

CHICAGO, IL JUN 2014 - MAR 2016

- » Designed mobile apps (Android and iOS), responsive web apps, and marketing pages, while utilizing user testing, analytics, competitive analysis and other research as needed to solve problems.
- » Worked with client's needs, business goals, and UX best practices to achieve the best user experience.
- » Concepted, sketching and prototyping for various projects.

ORBITZ WORLDWIDE

User Experience Designer

CHICAGO, IL APRIL 2012 - JUNE 2014

- » Worked closely with information architects, developers and business stakeholders to support business goals while developing an engaging and effective experience for users' needs.
- » Helped facilitate consensus with stakeholders and UX/Design through feedback, critique, concept work, collaboration, sketching, personas, testing and various other ux best practices to form a cohesive product vision aligned with company and team goals.
- » Designed for desktop, tablet and mobile web for all products/brands. Focused on mobile and tablet optimization.

TOCA

Interaction and Graphic Designer

CHICAGO, IL MAR 2010 - JAN 2011

- » Designed screen assets for a new mobile device (MOTOACTV) in production for Motorola Mobility.
- » Designed graphics, icons, emoticons and graphs for various stages and uses of the device.
- » Worked with the internal design team to better improve wire frames, screen flows, and visual and interaction design.
- » Designed new production screen comps and cut up production assets, creating specification sheets.
- » Participated in project proposals, design, and ideation.