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NOTABLE ACHIEVEMENTS

Participated at the 2009 Chick-Fil-A Innovation Summit to help a core company team set an experience-focused strategy for the coming decade.

Created an Apple User Group that aimed to demonstrate new technological developments to creative professionals.

Co-wrote a book about basic technical aspects of a digital SLR camera.

INTENTION

To turn big, complex and monstrous things into great experiences for people that foster positive influence for the future. I question what we have today and strive to create and execute ideas (with great love and care) that can help make the world a little better.

EDUCATION

Savannah College of Art and Design, Savannah, GA, United States
BFA in Service Design, Spring 2011, Cumulative GPA: 3.67/4.0

NOTABLE EXPERIENCE

Adaptive Path, Summer Associate, San Francisco

4 months

Although constantly exposed to all company happenings, my skills as a visual designer were put to use the most during my stint at Adaptive Path. I contributed to client and internal projects, but devoted most of my time to create a visual system for the premier user experience conference, UX Week.

SKILLS

Over time, I've become more confident acting as a visual designer, design researcher, photographer, and holistic thinker. Regardless of where I feel comfortable, I like to expand on my knowledge to look at things from different perspectives. I most get excited about new ventures and vehemently support doing good work. Now, by pursuing my education in service design, I hope to expand my passion for design as a method for driving change and become an integral cog of this world we live in.

Design

I believe in creating not just more things but solutions with clearly positive benefits over others. I emphasize research as a method to reveal design opportunities, develop ideas through rapid diagraming, sketching, prototyping, discussion, and testing sessions, and strive to take the steps necessary to make implementation as smooth as possible.

Prototyping

Projects I've worked on have taught me a variety of methods like plastic casting, woodworking, and metal working. In latter concept development stages, I try to be as resourceful as possible to quickly create prototypes that help garner additional insights, prove me wrong, or validate the design.

Technological

I've collaborated with developers to design software interfaces, have extensive digital rendering experience, and am fluent in most Adobe® environments (especially Photoshop, Illustrator, and InDesign). I'm literate of all mainstream computer operating systems, value web standards, and regularly learn about technological developments on my own. Recently, I've been toying with physical computing environments like Arduino.

Interpersonal

Successful collaboration between talented people will continue making great things happen. I like to be at the center of it all and work with others through as much of the process as possible. I speak Polish, will go anywhere, and consider myself an open-minded thinker.