

# John Gnotek

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## Senior User Experience Designer | Product Designer

Interactive Design | User Interface Design | Web Design | Visual Design



Innovative UX and Product Designer with a history of success, delivering profitable software and web-based applications through exceptional communication, analytical, and collaborative leadership approaches. Accomplished process enhancer, recognized for outstanding strategic planning and research, and utilizing creative problem solving to develop stronger cross coordination among teams. Strategic change agent with the ability to analyze issues, devise continuous process improvements, and incorporate business process initiatives to increase efficiency, streamline operations, and decrease aggregate expenses. Fosters talent while thinking strategically and proactively in decision-making processes. Develops and improves internal relationships with key product owners.

- ★ *Adept at developing custom, user-centric interfaces for web apps, desktop software, and embedded systems.*
- ★ *Proven track record in defining and implementing the entire product definition process, from research and whiteboarding to low- and high-fidelity designs, prototyping, and interactive wireframes, through to creating functional specs and final assets.*
- ★ *Collaborates effectively with engineers, designers, third parties, and stakeholders at all levels.*
- ★ *Formulates functional specs along with wireframes, enabling developers to transform vision into reality.*



### Core Competencies

- Design Leadership
- Software, Platform, and SaaS Development
- Web App Development
- Product Management
- Executive Communication
- Data Visualization
- Digital Media
- Relationship Development
- Team Development/Leadership
- Cross-Functional Collaboration
- Agile/Lean Methodologies
- Stakeholder Engagement
- Wireframes, Flowcharting, Prototypes
- Creative Problem-Solver
- Innovative Futurist
- Tech Evangelist

### Professional Experience

March 2016 - Present

eFlex Systems • Rochester Hills, MI

#### Senior User Experience Designer

- *Steer software/platform development processes instrumental throughout the construction of corporate UX/UI practices.*
- *Partner with development and product management teams for new feature launches through redesign initiatives.*
- *Partner with development and product management teams for new product initiatives.*
- *Exercise stakeholder engagement through hosting of weekly product reviews.*
- *Transitioned complex processes to comprehensive user-centered experiences, increasing overall engagement and accessibility.*
- *Bring to life ideations from personal ideas, brainstorming sessions, and collaborative efforts.*
- *Write and maintain Jira stories for epics, new features, and bugs—with adjoining Confluence and InVision mockups.*
- *Improved collaboration and efficiency by developing up-to-date and effective marketing strategies in cooperation with the sales and marketing department C-Suite executives.*
- *Collaborated with Sales and Marketing to design and develop ads, trade show displays, and marketing materials.*
- *Developed an “atomic” design system, style guides, pattern libraries, and icon library.*
- *Worked with engineers and developers to develop a Living Style Guide and maintain established UX procedures.*

February 2013 - March 2016

Thomson Reuters • Bingham Farms, MI

### User Interaction Designer

- Participated in the UX/UI design team utilizing Microsoft Silverlight/XAML/Visual Studio to deliver modernized aesthetics to Thomson Reuters' Intellectual Property Software.
- Hired direct within 90 days of a 1-year contractual hire.
- Explored and recommended transition processes from Silverlight applications to HTML5.
- Improved user interaction by 60% through the implementation of an innovative, user-friendly common controls resource library.
- Created icon libraries adjoining four products.
- Served as a member of the Thomson Reuters IP & Science UX Council.

January 2010 - February 2013

The Gallery of the Arts • online

### Interactive Designer – UX / UI / IA / SEO / HTML / CSS

- Created Detroit Rock N' Fashion: A Virtual Art Exhibit – a 25-minute multimedia presentation compiled of 300+ photos by 40+ photographers driven by 14+ songs from 8 hometown bands these artists were involved.
- Led creation and development of virtual art gallery exercising resource allocation and financial management to complete all objectives.
- Showcased team leadership and executive planning to improve cohesiveness and project management utilizing strong SEO strategies to deliver exceptional page-1 results.
- Leveraged long-term relationship development with dozens of artists to cultivate unique galleries in the representation of their diverse artistry.

Pre-January 2010

Freelance Projects

### Graphic Designer / Interactive Designer / Web Designer



## Education & Professional Training

Film & Video—Screenwriting - Interactive Storytelling • University of Michigan - Ann Arbor, MI

Associates of Arts - Liberal Arts • Oakland Community College - Oakland County, MI

## Technical Skills

Ideation • Research • User Testing • Heuristic Evaluation • Rapid Prototyping • Agile/Lean Methodologies • HTML • CSS • Javascript • Bootstrap • Responsive • Mobile-First

## Tool Set

Pencil • Adobe CC - Photoshop, Illustrator, XD • Axure • Figma • Sketch • InVision • Jira • Confluence