

JAKUBLINOWSKI

M.Sc. Design for Interaction

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Objective Participate with teams to design *useful, usable* and *desirable* interactive products, while tapping inspiration from **USER-CENTERED** ideas and methods.

Currently Toronto CAN, 2009 (ongoing)
Linowski Interaction Design: FREELANCE / CONSULTING

- Began offering services in user interface design (sketching, prototyping, evaluation and visual design) to a range of clients and local agencies.

Employment Delft NL, 2008 (6 months pt.)
Tribler: USER INTERFACE DESIGNER

- Lead the interaction and visual design of a bit torrent P2P software client.

Melbourne AUS, 2007 (3 months contract)
Sensis Inc: USER INTERFACE DESIGNER

- Designed, evaluated and communicated numerous user interface ideas for yellowpages.com.au while working in an agile development process.

Toronto CAN, 2005 (14 months ft.)
Sapient Canada Inc: INFORMATION ARCHITECT / WEB PRODUCER

- Designed interface schematics and sitemaps for Rogers.com and Watchfire.com
- Developed browser accessible front-end code for CANFAR.com and RBC.com
- Lead training sessions of Watchfire's application security product.

Toronto CAN, 2004 (10 months ft.)
Unikron Inc: VISUAL DESIGNER / WEB DEVELOPER

- Lead the planning, design and execution of web based projects.
- Designed a rich media interface for streaming flash video and windows media content.

Toronto CAN, 2004 (2 months contract)
Usability Matters Inc: INFORMATION ARCHITECT / USABILITY SPECIALIST

- Performed and documented heuristic evaluations of web sites.
- Redesigned information architecture templates for sitemap, wireframe and flow diagrams.

Toronto CAN, 2004 (6 months ft.)
ComponentArt Inc: VISUAL DESIGNER / WEB PRODUCER

- Articulated the company's web site vision with the use of site maps, wire frame diagrams, and numerous detailed design mock-ups.
- Secondary responsibilities included supporting in-house visual and graphic design needs.

Toronto CAN, 2003 (5 months contract)
Devlin eBusiness Architects Inc: USER RESEARCHER

- Planned, executed and documented usability testing of web sites for FedEx, Canada.com and Canada NewsWire. Translated findings into wire frame and PowerPoint presentations.
- Gathered user requirements with fieldwork methods such as observation, and interviewing.

Toronto CAN, 2003 (2 months pt.)
Sheridan College / Royal Ontario Museum: USER INTERFACE DESIGNER

- Digitized graphic works for the *Canadian Graphic Design History* project at the ROM.
- Designed and programmed a dynamic Flash interface driven by XML content.

Toronto CAN, 2002 (6 months pt.)

York University - Work Study: WEB DESIGNER & PRODUCER

- Designed web sites under the WebCT environment for online courses and faculty needs.

Toronto CAN, 2000 (1 year contract)

Devlin eBusiness Architects Inc: WEB PRODUCER & USABILITY ASSISTANT

- Generated site maps and information architectures, designed interface screens, transferred layouts into HTML format, and assisted with numerous usability evaluations.
- Learned to apply user research techniques in the context of web based projects.
- Performed work for clients such as IMAX, BASF, GE, as well as internal projects.

Toronto CAN, 1999 (3 months ft.)

Insidewire Services Inc: WEB PRODUCER

- First full time job in a team based environment, which involved the responsibility of performing a wide range of front/back-end web design and programming work.

Toronto CAN, 1998 (cumulatively 2 years ft., on-off)

Self-employed / Freelance: WEB DESIGNER & PRODUCER

- Overall, designed and programmed approx. 15 complete web sites independently, ranging from small brochure-ware projects to complex database driven interfaces.

Education Delft NL, 2007-2009 (ongoing)

Delft University of Technology – M.Sc. in Design for Interaction

- Pursued the study of interaction design at the faculty of Industrial Design Engineering, with a graduate project focusing on interactive prototyping (www.fluidia.org).

Toronto CAN, 1999-2003 (4 years)

York University – Honours Bachelor of Design

- Learned visual communication design techniques as part of a graphic design program
- Focused final year projects on user requirement gathering methods such as observational field research, contextual interviews, and iterative paper prototyping.

Skills **CAPTURE** user requirements and insights with qualitative and quantitative research methods (i.e. interviews, contextual inquiries, observational and ethnographic research).

CONCEPTUALIZE ideas in the form of site maps, wireframes, sketchboards, and flow diagrams.

DESIGN user interfaces with sensitivity to visual language, typography, usability and experience.

PROTOTYPE & ITERATE web-based interfaces in various degrees of detail and at various stages of the design process (i.e. lo-fidelity sketching, paper prototyping, and hi-fidelity).

EVALUATE web sites with a wide range of usability evaluation methods and tools.

HAND CODE multi-browser compatible HTML, along with CSS, and WML.

PROGRAM highly advanced JavaScript interactions (including script.aculo.us, jQuery and JSON), intermediate Perl scripts and some exposure to Flash Action Scripting in the past.

INTEGRATE front end code with JSON data or MySQL databases using Perl, SQL, and XML.

OPERATE on the following: UNIX, Linux, Windows, and MacOS.

COMMUNICATE fluently in English, very well in Polish and somewhat in German.

USE software such as: Photoshop, InDesign, Illustrator, Fireworks, MS Office, Visio, Balsamiq, Axure, Justinmind Prototyper, Flash, UltraEdit (text editor), Aptana, and Apache Server.

Professional
Activities

Wireframes Magazine: Chief editor (<http://wireframes.linowski.ca>)

FluidIA.org: Project leader and core contributor