

NICK KOZIUPA

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SKILLS

- Extensive UX/UI Design and Project/Team Leadership Experience
- UX Design: Web, App, and Video Game Design
- UI Design: Concept, R&D, Wireframe, Page Flow, Layout, GUI, and Graphic Design
- Bootstrap Development: HTML, CSS, JavaScript, and jQuery
- WordPress Publishing
- Design Documentation
- Instruction Manual Development
- Photography and Photo Processing
- Sketch, InVision, and Abstract
- Adobe CC Including Photoshop, Illustrator, Lightroom, and After Effects
- GitHub and Atom
- Cross-functional Team Leadership and Project Management
- Self-motivated Team Player
- Exceptional Stakeholder and Customer Communication
- Creative and Strategic Thinking

EXPERIENCE

Lead UX/UI Designer **September 2019 – Present**
HomeSmart International – Scottsdale, AZ

HomeSmart is one of the top residential real estate companies in the nation, and technology is at the heart of the company's success. I currently lead the design of corporate and customer-facing user interfaces and experiences for the company's web and mobile applications.

UX/UI Designer **November 2014 – September 2019**
Jewish Community Association of Greater Phoenix – Scottsdale, AZ

Designed, developed, and maintained the online experiences related to the JCAGP's three organizations: the Jewish Federation of Greater Phoenix, the Valley of the Sun Jewish Community Center ("The J"), and the Ina Levine Jewish Community Campus. My contributions significantly modernized and improved each organization's web presence for the mutual benefit of visitors and staff.

- Spearheaded the complete redesign and relaunch of The J website vosjcc.org and the Federation website jewishphoenix.org. Both sites have been honored with international creative awards and are regarded as two of the best sites within their respective national associations.
- Created the first web presence for the Ina Levine Jewish Community Campus iljcc.org.
- Upgraded both The J and Federation organizations to new event registration and donation software and provided staff training.
- Converted both organizations from Constant Contact to MailChimp and handled email marketing campaign creation and scheduling.

UX/UI Designer **May 2013 – October 2014**
Freelance – Tempe, AZ

- Published WordPress websites and created content including UX/UI design, copywriting, photography, and graphic design.
- Managed project scheduling and client relationships.
- Designed and launched SalvageAndCraft.com, an online home decor e-tailer.

Product Manager
3D3 Solutions – Burnaby, BC

May 2012 – April 2013

- Led the launch of *KScan3D*, a popular and innovative 3D scanning application.
- Designed and assembled the company's first 360-degree full-body scanning rig.
- Created complete support materials including tutorial videos, instruction manuals, and sample content to provide customers with the best possible user experience.
- Communicated with existing and potential customers and incorporated feedback into the software's UX/UI design.
- Promoted the software at trade shows, on review websites, and through social media.

Executive Producer
The Social Express – Phoenix, AZ

April 2010 – November 2011

- Led the development of *The Social Express*, an award-winning educational software title for PC, Mac, and iPad designed to help children with social learning disorders.
- The software has been included in the National Education Technology Plan 2016 – *Future Ready Learning: Reimagining the Role of Technology in Education* published by the US Department of Education's Office of Educational Technology.
- Co-designed the user experience and designed the user interface layout and page flow.
- Managed the project schedule, guided the 20-person development team, and communicated status reports to key stakeholders.

Independent Game Developer
Azo Studios – Phoenix, AZ

May 2007 – March 2010

- Developed design summaries, publisher presentations, and business plans for a startup video game development studio.
- Provided UX design, game design, and publisher communications services for local independent game developers.

Director of Design
Rainbow Studios / THQ, Inc. – Phoenix, AZ

August 2000 – April 2007

- Spearheaded the design and development of critically acclaimed and commercially successful video games that generated more than \$200MM in revenue.
- Held responsibility for the creative direction of the best-in-genre *MX vs. ATV* video game franchise and provided design team leadership and management.
- Served as Lead Game Designer, Lead Artist, and Project Manager on *ATV Offroad Fury 2* and Art Director on *ATV Offroad Fury*, each selling over two million copies worldwide.
- Produced and directed the development of concept proposals, design documents, UX/UI design, gameplay design, R&D prototypes, and in-game assets.

Creative Director / Production Lead
Six2Studios – Lawrenceville, NJ

September 1998 – August 2000

- Co-founded design studio and provided web design and content development services.
- Successfully pitched *ATV Offroad Fury* video game concept to Rainbow Studios.
- Led creative direction including UX design, gameplay design, and content development.

EDUCATION

BFA – Fine Arts, Computer Graphics
The College of New Jersey

May 1994