

MITCHELL VIZENSKY

UX/PRODUCT DESIGNER

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WORK EXPERIENCE

Amazon - UX Designer, Jan 2020 - Present

Big Fish Games - UX/UI DESIGNER, May 2016 - May 2019

Implemented the UX/UI design on several top-grossing IOS and Android apps, ensured that the cross-platform user interfaces lead to a positive user experience, created user-centred designs that factored in metrics and user feedback, quickly produced mockups and flows, and delivered visual information in a clear and concise way. Maintained high standards of design by bringing complex features to life through an iterative process that generates large quantities of art/assets, factors in user testing, and produces prototypes and wireframes in order to create experiences that positively impact the company's bottom-line.

PlayStudios - ART DIRECTOR/ UX Designer, Mar 2014 - May 2016.

Collaborated with game designers to create games that are both entertaining and visually appealing, pitched games to the board of directors, managed a small production team from the products' start until completion and launch, and shipped 30+ games to over two million daily active IOS, Android, and Facebook users

PlayStudios - JR ART DIRECTOR, Mar 2012 - Mar 2014.

Assisted multiple art directors in the realization of their creative vision for numerous games, championed the ideas of various art directors via asset creation while fostering a learning-based relationship, and completed countless production art tasks.

Academy of Art University - ANIMATION INSTRUCTOR, Feb 2015 - 2016.

Instructed Introduction to Traditional Animation course, introduced students of varying skill levels to the basic principals of animation, and graded students' work in a timely manner.

EDUCATION

2011: **Milwaukee Institute of Art and Design.** Bachelors, Specialization in Motion Graphics/ Animation. Deans List Honor Roll (GPA of 3.8), Major Class Representative

2014: **The Animation Collaborative.** Mentorship with Pixar artists Chris Sasaki and Albert Lozono. Developed new portfolio pieces and personal artwork

SKILLS (and if it's not listed here, I learn incredibly quickly)

Interpersonal

Excellent communication, presentation, and interpersonal skills. Hard working, problem solver and creative designer with leadership experience. Great cross discipline collaborator and advocate for the user. Great at inspiring teams, pitching ideas, research, establishing best practices and building/ optimizing processes.

Design

Product Design, UX Design, Visual Design(UI), Interaction Design, Wire Framing + Prototyping, Journey Mapping, UX Research, Logo and Branding, Creative Direction.

Software

Adobe Creative Suite, JIRA, Confluence, Trello, Source Tree, Unity, Maya, Sketch, Principle, InVision, Figma.