

MITCHELL VIZENSKY

SENIOR UX UI DESIGNER



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WORK EXPERIENCE

The Pokémon Company International - Senior UX Designer, Mar 2021 - Present

Designed, implemented, and launched Pokémon TV on the Nintendo Switch™, contributed to the UX/UI design on Pokémon Trading Card Game Live for desktop and mobile, helped create the user research process within Pokémon's Game Studio team, and served as a UX/UI resource for many internal teams and projects.

Amazon - UX Designer II, Jan 2020 – March 2021

Supported Amazon's Mobile Games Experience (MGX) department grossing \$200M+ in revenue in 2020, dove deep into customer pain points by piloting usability studies designed to gather qualitative data to make informed design choices, navigated complex technical blockers across iOS, Android, FireOS and Web and other Amazon device types, delivered complicated design details to a diverse group of Software Engineers and managers, influenced leadership decisions for four Amazon products simultaneously while mediating across strong opinions, and helped shape the vision and work towards the delivery of Amazon's future innovative mobile products.

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-centered designs that factored in metrics and user feedback, quickly produced mockups and flows, and delivered visual information concisely. Maintained high standards of design by bringing complex features to life through an iterative process that generate large quantities of art/assets, factors in user testing, and produces prototypes and wireframes to create experiences that positively impact the company's bottom-line.

PlayStudios – Art Director/ UX Designer, Mar 2012 – 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.

EDUCATION

2011: **Milwaukee Institute of Art & Design**

Bachelors, Specialization in Motion Graphics/ Animation. Dean's List Honor Roll (3.8 GPA), Major Class Representative

2014: **The Animation Collaborative**

Mentorship with Pixar artists Chris Sasaki and Albert Lozano. Developed new portfolio pieces and artwork centered around class curriculum and exercises

SKILLS

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.