

Dustin Martinka

206-919-5517 | dmartinka@gmail.com | www.dustinmartinka.com

Objective Senior user experience design position in an organization where creativity, technology, and collaboration are essential to creating great user experiences.

Experience **Senior Interaction Designer – Microsoft Connected Car, c/o Allovus Design Inc.** 2013 – 2014
Keeping safety top of mind, connecting users to the most important things in their life while in their car. Creating designs to be validated with research using a simulated driving experience. Designing a consistent and intuitive interface by building on top of user tested design patterns. Ensuring consistency in the final product by creating a set of UX guidelines for team members to follow.

Senior Interaction Designer – Microsoft Office, c/o Allovus Design Inc. 2013
Meeting with our overseas engineering team multiple times a week to discuss and decide on the best experiences for the customer to acquire the next version of Microsoft Office. Iterating daily using a Lean UX process to design web and client interfaces. Teaming up with research to validate design decisions by testing UI with customers and rapidly making changes based on feedback.

Senior UX/UI Architect – Hacker Group 2011 – 2013
Strategizing and innovating new ideas on the interactive side of this direct marketing agency. Created a customized email tool for Carnival Cruise Lines to improve internal efficiencies and is used daily by their Personal Vacation Planners. Improved company web site using Google Analytics to drive design decisions.

Senior UX Designer – Clearwire 2009 – 2011
Utilizing my customer-focused design experience to improve Clearwire branded websites and leading a team around me to do the same. Designed the Clearwire Sales Tool used to sell Clearwire service by hundreds of sales representatives across the country. Working closely with key business stakeholders to achieve company goals such as customer retention by improving user account management with My Account.

Product Designer – Microsoft Windows Mobile, c/o Aquent 2008 – 2009
Designed the first web-based app store for the Windows Mobile platform and its developer portal. Collaborated daily with program managers to create the end-to-end experience from app creation to user purchase.

UX Designer – Ramp Technology Group 2008
Building user friendly sites from the ground up while creating numerous assets for these sites including interaction maps, wireframes, and style pages.

Lead Designer – Blue Frog Media 2007
Hired as the flash designer, later being promoted to lead all design work.

Designer – Microsoft Windows Live, c/o FILTER 2006
Various projects including icon design, UI design, and producing graphics for the Human Interface Guidelines.

Web Designer – HomesandLoans.com 2005 – 2006

Skills **Specialties**

UX Strategy Interaction Design Visual Design IA

Programs

Adobe Fireworks Adobe Illustrator Adobe Photoshop Microsoft Office

Google Analytics Axure Omnigraffle

Basic front-end abilities using HTML, CSS, Javascript

Education BFA in Graphic Design, Montana State University, Bozeman, Montana.
Courses include: advanced graphic design, advanced drawing, typography, printmaking, illustration, and art history.

Professional references and portfolio available upon request