



SHAWN BIENEK

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EDUCATION

TEXAS STATE UNIVERSITY

(2014 - 2017)

BFA Communication Design

WORK EXPERIENCE

POLY - VISUAL AND UX DESIGNER

(02/2018 - 05/2019) - Austin, Texas

- Responsible for working with UX team members to design and develop user friendly and cohesive product UI's across multiple devices and form factors while also creating and maintaining UI visual style-guides and component libraries using tools such as Sketch, Flinto and Adobe Suite.

- Collaborated with team members during entire design process from low to high fidelity wire frames, usability studies and A/B testing to working with the engineering teams during development with tools such as Zeplin and Abstract.

- Agile work environment where UX Designers are responsible for keeping in constant communication with team members and maintaining project documentation by means of collaboration software such as Microsoft Teams and Jira, as well as scheduling weekly meetings, daily stand-ups and design reviews.

JUSTUNO - VISUAL AND UI DESIGNER

(08/2017 - 01/2018) - Austin, Texas

- Collaborated with my team to design a "create your own" promotional design software for partners by creating and maintaining site maps, user flows, sketches, wire frames, and navigation models while also designing and maintaining digital design solutions for clients as well as front end web development work using HTML, CSS and Javascript.

- Start up work environment where teams members are in close contact with managers and stake-holders during every stage of the design process. Kept in communication and collaborated over project material daily using software such as Slack and InVision collaboration features.

GSD&M - VISUAL DESIGN & UX/UI INTERNSHIP

(08/2016 - 08/2017) - Austin, Texas

- Designed print and digital content for major clients such as Southwest Airlines, US Airforce, Dodge and Popeyes Chicken.

- Created digital wire frames and prototypes for clientele websites and apps.

- Participated in design and marketing meetings with Art Directors and other designers for internal and client design reviews/sync-ups.

FRANK ERWIN CENTER - VISUAL DESIGNER

(04/2016 - 10/2017) - Austin, Texas

- Created and maintained all visual design and promotional work for all events and internal branding for Frank Erwin Center.

- Collaborated with small team by attending weekly design reviews and sync-ups.

TEXAS STATE UNIVERSITY - GRAPHIC DESIGNER

(06/2015 - 04/2016) - San Marcos, Texas

- Designed print and web material for Texas State Student Involvement organizations. Communicated efficiently with clientele among Texas State organizations to produce high quality and successful solutions for design projects. Worked well with a creative team, to establish a professional and fun working environment.

SKILLS & SOFTWARE

UI/UX DESIGN	MOTION DESIGN	PHOTOGRAPHY	SKETCH	FLINTO	PHOTOSHOP
VISUAL DESIGN	PROTOTYPING	BRANDING	INVISION	ZEPLIN	ILLUSTRATOR
WEB DESIGN	ILLUSTRATION	HTML/CSS	ADOBE XD	ABSTRACT	AFTER EFFECTS

SOFT SKILLS

Team Player, Attention To Detail, Excellent Communication and Persuasion Skills, Process Oriented, Public Speaker, Able To Receive And Give Constructive Feedback, Diligent Researcher and Trend Observer, Fast Learner, Adaptable, Passion for My Craft

PROFESSIONAL REFERENCES

NATHAN YANG

Experience Design
Director at Poly
nathan.yang@poly.com

CHRIS LARGE

Experience Engineering
Manager at Poly
chris.large@poly.com

GABRIELA VARGAS

UX Researcher at Poly
gabriela.vargas@poly.com

ANNE RIX SIFUENTES

Design Director at
GSD&M Ad Agency
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