

Thomas Jan Walichewicz

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OBJECTIVE / TECHNICAL SUMMARY

I'm a designer focused on digital products.

I'm passionate about designing product experiences people love. Every project is a deep-dive bringing broad concepts into focused reality.

TL;DR Skills:

Design - Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere, Experience Design, Animate), Sketch, Illustration

Code - HTML5, CSS, Javascript

EXPERIENCE

Head of Design; Common Cents Lab

San Francisco, CA — January 2016 - Current

commoncentrab.org/

- Branding and visual language development.
- Design, illustration, animation, and coding of visual products for partner companies.
- Research, design, graphic work, and coding of product demos.

UX/UI Designer; Lyra Health

San Francisco, CA — June - August 2015

lyrahealth.org/

- Brand and design development of a collaborative care hub from concept through development spec.
- Performed and presented numerous design explorations.
- Collaborated with both project managers and fellow designers to push out deliverables on time.

UX Researcher/Designer; Miti Health

San Francisco, CA — February 2014 - January 2016

mitihealth.org/

- Analyzed user flows and designed user interfaces to be both aesthetically pleasing and intuitive.
- Created task analyses and developed research scripts for remote testing.
- Collaborated with remote developers to wireframe and prototype new designs.

EDUCATION

San Jose State University - Bachelors of Science in NeuroPsychology

San Jose, CA — 2008 - 2013

sjsu.edu/