

Michael Martinjuk

Experience

RESEARCH INNOVATIONS : UI/UX DESIGNER

6/2012 - PRESENT

Developing mobile applications and Web services that extend commercial and open-source technologies to military and homeland security environments. Analysis of user scenarios to ascertain interaction techniques required for achievement of set goals. Iterative design cycles of prototypes with customers and developers to evaluate and ensure affordances, consistency, and a pleasant user experience.

GODDARD GUNSTER : ASSOCIATE ART DIRECTOR

11/2007 - 6/2012

Focus on promoting awareness with writers and account managers to define creative units that break through the clutter and engage an audience's attention. Managing artists and vendors to ensure completion of project objectives and quality in final deliverables. Content creation and management varies per project from traditional newspaper advertisements to interactive web experiences. Significant focus on application of content into mediums that best utilize the current technology to extend the message and engage the targeted audience.

NICHE MEDIA HOLDINGS, LLC : PROMOTIONS ART DIRECTOR

6/2005 - 11/2007

Designed and implemented creative strategies for Niche Media and their six city-based luxury magazines. Responsible for the creation of corporate communications, editorial advertising sections, exhibit design, corporate branding, and marketing materials. Collaborate with editors and business managers to foster growth with client advertisers. Introduced web based marketing techniques to increase sales and marketing reach to advertisers and readership.

Contact

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Skills

Adobe Creative Suite, Sketch,
InVision, Origami Studio

INTELLIJ:
HTML, CSS

ATLASSIAN:
Jira, Confluence, Stash

UI/UX design experience within
Agile SE environment

Education

Bachelor of Arts, Graphic Design
The Pennsylvania State University

Continuing Education

UDACITY:
Mobile development for Android

COURSEERA:
User Experience - Research &
Prototyping

TREEHOUSE:
Sass/Css and Web Typography