

Stephanie Czajkowski | Product Designer

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Product Designer | Gametime United | June 2021 - Current

- Design user interfaces for iOS, Android, and web.
- Create sprint-level design solutions inspired by broader company goals.
- Convert large features into incremental improvements in order to specify areas of success or failure, delivering clean test results.
- Communicate with Data Scientists and Project Managers to pinpoint problem areas via A/B testing and historical user behavior.
- Conduct user interviews and prototype tests to uncover user needs and validate potential solutions.
- Communicate with engineering to establish feature eligibility and priority, coordinate implementation, and sign off on build design quality.

Product Designer | Float Left | September 2019 - May 2021

Figma, Adobe XD, HTML, CSS

- Designed user interfaces across Roku, FireTV, tvOS, Android, iOS, Web, and Sass.
- Led design from client introduction through to product launch.
- Provided wireframes, prototypes, usability recommendations, and front-end development.
- Worked with engineering to ensure device compatibility and consistency across multiple platforms.
- Built and maintained the team's design system.

Web Developer | Whiteboard | March 2016 - March 2018

PHP, HTML, CSS, Sketch, Invision

- Built responsive web experiences for several large brands.
- Made technical decisions to support each brand's internal team and customer experience.

Education

- UX Design Immersive Course | General Assembly 2015
- Web Development Bootcamp | Tech Talent South 2015
- Auburn University | Class of 2014 | B.A Public Relations