

Daniel Kobylarz

User Experience Designer & Researcher

Versatile designer with a knack for user empathy. Experienced in solving complex problems using creativity, multi-faceted perspectives, and a user-centered approach.

Experience

Jan 2022 - Present
UX Designer, *Freelance*

Collaborated with cross-functional teams to provide insight in conceptualizing solutions and evangelizing best practices across web, mobile, and desktop products

Clients include:

- Takeda Pharmaceuticals – Primary Immunodeficiency Brands
 - Conducted a competitive audit with heuristic evaluation for both HCP & Patient US websites
- Amgen Biotechnology – Osteoporosis
 - Produced and designed user journeys, user flows, and wireframes for the HCP chatbot experience and Canadian banner ads
- William Paterson University – Audiovisual Perception Lab
 - Designed interfaces for experimental psychological software, including data collection logic & visualization, 3D environments, and onboarding screens

Jan 2017 - Present
Game Developer – Design & Audio, *Digital Mosaic Games*

Experience with creating award-winning videogame titles, with credits on 6 releases across platforms such as: Nintendo Switch, PC, Mac, iOS & Android devices

- Tasks and credited titles: UX Design, Audio Director, Soundtrack Composer, Voice Over Engineer, Voice Over Director, SFX

June 2017 – September 2021
Care Coordinator, *Woods Services*

Team lead in coordinating all elements of care for individuals with disabilities. Chaired multi-disciplinary meetings to establish short-term and long-term data-driven programming and outlook for individuals in residential treatment setting. Superuser for Electronic Health Record, aided Care Coordination and Systems Development teams in transitioning to new software systems

Education

2022
Master of Science
User-Centered Design
Brandeis University, 4.0 GPA

2014
Bachelor of Arts
Psychology
William Paterson University of New Jersey

2014
Bachelor of Arts
Music
William Paterson University of New Jersey

Skills

- Design – Wireframing, Figma, Adobe XD, Balsamiq, Unity3D Engine
- Research – Usability testing, Interviews, Surveys, Ethnography, Competitive & Heuristic Analyses, User Journeys, Information Architecture, Storyboards, Task Flows, Card Sorting
- Team Player & Self Starter – experience and success as a solo designer along with working in and managing teams

Contact

(201) 983-1852
danielkobylarz@gmail.com
www.danieldoes.design