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Adam Wojewidka

Skills

- Product Design
- User Interface (UI) Design
- User Experience (UX) Design
- Wireframing
- Mockups
- Prototyping
- HTML
- CSS
- Logo Design
- Iconography

Software/Services

- Figma
- Sketch App
- InVision
- UserTesting.com
- Abstract
- Zeplin
- Text Editors
- FTP Clients
- Photoshop
- Illustrator
- InDesign
- Acrobat
- MS Office
- Google Suite
- Zoom
- Slack

Interests

- Cars
- Motorcycles
- Retro & Current Gaming
- Hiking & Nature

Work Experience

Eternal Garage; Co-founder | Design

Self-employed/full time; 8/2022 - Present (part time; 11/2017 - 8/2022)
San Francisco Bay Area, CA

- Conceptualized and created global enthusiast community site
- Ongoing business planning, strategy, marketing, and development
- Designed custom component structures and page layouts
- Created and implemented all branding concepts and final assets
- Implement designs (custom CSS)
- Design and optimize UI/UX for an international audience
- Manage, audit, and test complete site functionality (Design QA)

Curated | Senior Product Designer; 5/2022 - 8/2022

San Francisco, CA

- Designed mobile and desktop experiences on page and component level for Curated's site
- Worked with UX research and project PM to create user testing plan
- Synthesized and distilled user research data to determine project path, design revisions
- Created functional prototypes for user testing and proof of concept

Grove Collaborative | Product Designer; 3/2019 - 1/2022

San Francisco, CA

- Designed UI components, pages for company site focused on enhancing customer experience, increasing customer loyalty and membership on the customer retention and growth teams
- Worked on projects with large, business altering goals with tight turnarounds
- Worked with multiple, diverse teams and stakeholders including engineering, project managers, director of product design, VP of product management; presented work to CTO and CEO
- Conducted and delivered the following through the design process: research/interviewing, research/feedback integration, cross-functional collaboration, wireframing, ideation, mockups, prototypes, and presenting to cross-functional leaders, stakeholders, and teams

Design Consulting & Contracting; 12/2012 - 6/2018

Filter, LLC Consultant at Facebook; Designer; 1/2018 - 6/2018, Menlo Park, CA

- Designed UI and components for FB main public site and mobile (iOS/Android)
- Created and presented digital presentations to design and engineering teams on and off-site
- Created component audits and updated components
- Managed and contributed to asset libraries

Akamai Technologies; Product Designer; 6/2017 - 1/2018; San Francisco, CA

Designed/executed the following with creative director for entire developer department:

- UI/UX for Google Play Store app, website design, layout, iconography and custom graphics
- Event PowerPoints and promo print materials for major events and presentation decks
- Branding guidelines and internal project presentation design
- Map designing and vectoring, imagery sourcing, newsletter layout, and social/blog banners

Walmart eCommerce (Walmart.com); Production Designer;

8/2015 - 1/2017; San Bruno, CA

- Created highly visible assets for multiple form factors (look-and-feel, composition, images)
- Met tight and frequent deadlines, provided revisions based on business needs

Education

Academy of Art University; Bachelor of Arts; 5/2015; San Francisco, CA

Major focuses: UI/UX, Interface/Web Design and Visual Design. Curriculum also included several Industrial Design classes. Work featured in the Spring Show.

Please visit adamw.design to view earlier work and experience examples.