

Michael Puskas

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Portfolio of projects at michaelmp.com/portfolio

SUMMARY OF QUALIFICATIONS

- Professional experience in User Experience Design. Proven history of delivering major product features.
- Computer Science graduate with significant side projects involving user studies and other UX concepts.
- Co-designed and developed a tool at a top HCI research university to aid software developers.

EDUCATION

Arizona State University - Tempe, AZ
Summa Cum Laude

Bachelor of Science in Computer Science
Completed Spring 2018

EMPLOYMENT

Workiva - Phoenix, AZ

User Experience Design Intern

January - August 2017

- Worked on a cloud-based enterprise productivity application, and an accompanying mobile app.
- Designed, wireframed, and redlined new application looks and features.
- Presented and gave feedback in weekly design meetings, presented designs directly to top company stakeholders.
- Produced designs that went straight into production, working with developers to answer questions and solve emergent problems.
- Gained extensive experience wireframing and prototyping in Sketch, Illustrator, Axure, and InVision.

Human Computer Interaction Institute at Carnegie Mellon University

May - August 2016

Research Assistant

- Designed and developed a tool to help developers more correctly write error handlers in the Eclipse IDE.
- Solved specific developer pain points, identified through interviews, surveys, and past work.
- Conducted a large-scale review of open-source projects to identify trends.
- Aided in designing specific, non-biased survey questions.
- Published at the *2017 IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC'17)*

EXPERIENCE

Chemistry Lab Inventory System

September 2017 - May 2018

- Designed a complete webapp to manage the chemical inventory in all ASU facilities.
- Held regular meetings with stakeholders, interviewed customers, conducted user studies using mockups.
- Designed and wireframed the intended usage paths based on identified customer goals.
- Worked on a small team alongside a project manager and backend developers.
- Built a front-end prototype of the app in React.

Long-term Game Side Project

February 2017 - August 2018

- Developed a game that allows players to practice concepts from depression therapy.
- Designed an experimental UI that incorporates elements from different periods of UI design history.
- Conducted user studies throughout prototype development (both "hallway" studies and formal studies).
- Designed and conducted a survey to discover customer reactions to various aspects of the game.