Jon Malinowski

UI Designer

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EXPERIENCE

Graphic Products — *Print Production Coordinator*

May 2024 - Present

- Collaborated with Sales and Inventory Departments to meet customer requests in accordance with OSHA requirements.
- Employed problem-solving, adaptability, and a solution-oriented mindset to meet the sign and labeling requirements for custom orders.
- Designed a modernized interface for an internal pricing tool, focusing on layout clarity, visual hierarchy, and component reusability.

Envision Branding — *Graphic Designer*

December 2022 - May 2024

- Created branded ad layouts for print and digital assets, applying visual hierarchy and design systems aligned with corporate identity.
- Partnered with cross-functional stakeholders to deliver regionally customized folder cover designs that reflected strategic branding goals.
- Improved user satisfaction and engagement by iterating on feedback, resulting in measurable customer retention gains of 80%.

Experis Game Solutions — *IT Asset Manager*

April 2020 - July 2022

- Optimized internal inventory UI flows by updating item records and aligning shipment tracking with user-centric logic for field consultants.
- Facilitated tech onboarding for enterprise clients by translating setup procedures into intuitive experiences.
- Created instructional diagrams and setup flows that reduced user friction and support needs by 90%.

Experis Game Solutions — *Test Associate*

April 2018 - April 2020

- Conducted functional and UI testing across platforms (iOS, Android, PC, console), identifying pain points and contributing to improved user experience.
- Crafted visual documentation and issue narratives to aid UX/UI teams in rapid diagnosis and resolution of interface flaws.
- Tracked resolution metrics to measure design responsiveness and identify patterns in user-facing issues resulting in a 78% fix rate.

SKILLS

Adobe Creative Cloud

Blender

Figma

HTML, CSS, JavaScript

Jira

Microsoft Office

Rapid Prototyping

Wireframing

3D PLA Filament Printing

CERTIFICATES

User Interface in Game Design
Epic Games

User Experience & Interaction Design for AR/VR/MR/XR
University of Michigan

Google UX Design Specialization
Coursera

EDUCATION

Bachelor of Fine Arts
UNCC