

Mary Rose Monkowski

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SUMMARY

Principal UX Designer experienced in working with distributed teams in various time zones. I work inclusively with UI Designers, Product Owners, Stakeholders and Engineers in agile, remote, and in-person work environments.

PROFESSIONAL EXPERIENCE

Principal UX Designer

10/2021 - Present

Cubic Corporation, Austin, TX

- Sole UX designer in an agile software development team on *ANUBIS*, a PED thick-client application. Imbedded with 15 front-end engineers, information architect, and product owner in a 100% remote, 3 time zones, fast-paced environment. Depending on staffing, also filling in as the UI designer.
- Also am the sole UX designer in an agile software development team on *JET*, a low-latency transcoding/enhancement application. Work with a different team of 6 front-end engineers, information architect, and product owner in a 100% remote, 3 time zones, fast-paced environment. Work with a dedicated UI designer.
- Create User Research documentation in Dovetail for generative, and feature development.
- Design high-fidelity wireframes using Figma Software focused on our target Personas for internal and external feedback. Created Figma prototypes as time and needs allow.
- Assist with competitor research for division portfolio realignment.
- Conduct user research on internal software to align user needs with business development goals.
- Informal mentor to UX and UI (3) team members.

Senior UX Designer

07/2019 – 10/2021

Cubic Corporation, Austin, TX

- UX designer on an array of user-focused desktop and touch screen software packages.
- Designed clickable prototypes using InVision and Figma.
- Projects worked on:
 - *Urban Mobility Backoffice* (UMB) Customer Relations Management (thin client desktop app: July 2019 - May 2020),
 - *Ventra Ticket Vending Machine* (interactive touch screen kiosk: September 2019 - September 2020)
 - *UltraLight Set-up Wizard Prototype* (thick client desktop app: May 2020 – August 2020)
 - *PROTEUS (ULTRA)* (Unreal Engine 4 desktop game engine app: May 2020- February 2021)
 - *ANUBIS* (thick client desktop app: February 2021- present)

UI Artist III

05/2015 – 07/2019

Armature Studio, Austin, TX

FortNite (PC, Xbox One, PS4, Android, Apple, 2019)

- Co-Development with Epic Games UI Department: Bug fixing in Unreal Engine 4 (UE4), icon creation, material updates, and marketing graphic support.

Sports Scramble (Oculus Quest VR Headset, 2018-2019)

- Create 2D UX wireframes in Adobe Illustrator to determine feedback flow and visual styling.
- Create 3D UI using Maya, textured models, imported into Unreal Engine 4 (UE4), and wrote basic shaders and blueprints for gameplay designers.

Unannounced Project (2016-2018)

- Created 2D UX wireframes and 2D hand painted UI textures using Adobe Illustrator and Photoshop for an external partner.
- Imported and animated 2D textures in Scaleform for the front-end engineers.

Deadstar (PS4, 2016)

- Created wireframe mockups in Adobe CC to identify feedback loops and determine visual styling
- Created all visual textures for UI windows, HUD and icons
- Imported and laid out artwork in BluePoint Game Engine for front-end engineering.

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UX/UI Designer

03/2015 – 05/2015

MyGO Games, Austin, TX

- Collaborated with gameplay designers on UX needs for mobile app and game projects.
- Created UX wireframe mock-ups for prototypes & concepts to determine UI visual hierarchy in Adobe Illustrator.
- Responsible for all advertising graphics on social media

Lead Artist

08/2013 – 02/2015

Kingdom Games, Austin, TX

UX Design / UI Design

- Created design guidelines for all PC and mobile game products using Adobe CS 6.
- Created high-fidelity UX wireframe mock-ups using Adobe Illustrator/Photoshop for feature flow & to determine visual UI hierarchy.
- Coordinated with programmers to layout art in Blend for Visual Studio.
- Managed art outsourcers, review submitted assets, and coordinate with internal staff to integrate assets.
- Created visual content and work with CMS to maintain company website.

Marketing Artist

- Created all marketing graphics for online, print and social media: web banners, posters, social media imagery (i.e. Facebook, LinkedIn, etc), email blasts, t-shirt designs, webpage graphics, press kits, etc
- Developed and document corporate brand identity guidelines.

UX Designer and UI Artist

11/2011 – 03/2013

Portalarium, Austin, TX

UI/UX

- Created UX wireframes for: *Ultimate Collector* (PC), *Port Casino Poker* (iPhone)
- Established visual UI standards for all games
- Generated reference style guides for all user interfaces.
- Used 3dsmax and Adobe CS 6 to created various UI art elements

Marketing Artist

- Created website graphics for both *ShroudoftheAvatar.com* and *UltimateCollecting.com*
- Created marketing graphics: Facebook feeds, email blasts, and icons as well as iTunes store graphics for *Port Casino Poker*

TECHNICAL EXPERTISE

Design: Figma, Adobe Creative Suite (Photoshop, Illustrator, After Effects, InDesign), Dovetail

Prototyping: Figma, InVision App

Production: Jira, Confluence, Lucidspark, Perforce

Game Development: Unreal Engine, Unreal Blueprint, Scaleform, UMG, Autodesk Maya & 3ds Max

Web: Familiar with HTML & CSS

EDUCATION

Master of Fine Arts in Industrial Design | Minor in Graphic Design

Rochester Institute of Technology, Rochester, NY

Bachelor of Arts in Art History

Vassar College, Poughkeepsie, NY

Honors: General Honors and Departmental Honors in Art