

PETER SAWCHUK

UX DESIGNER, USER ADVOCATE & STRATEGIST

SUMMARY

Advocate for user based and data driven design. Inspire and be inspired through leadership, mentoring and collaboration. Accustomed to working in fast paced, iterative and highly collaborative environment of Agile/Lean UX.

UX PROCESSES

Card Sorting • Competitive Analysis • UX Strategies and Business Models • Informational Architecture • Visual Design User Research and Testing • Persona Development • Journey Mapping • User Task Flows • Wireframing • Prototyping User Stories • Affinity Mapping • Design Sprint Facilitation

WORK EXPERIENCE

Frontline Education, Rockville Center, NY Aug 16–Present

Senior UX Designer/Chapter Lead

Lead large and complex projects in partnership with product management to ensure user-centered solutions that differentiate Frontline's value proposition from its competitors. Oversee user experience for Frontline's Special Ed and Interventions solution includes 4 different enterprise SAS platforms serving the K-12 Special Education market spanning over 12 states with hundreds of thousands of end users. Responsibilities also include the mentoring of junior designers (as part of a 9-person UX team.) In addition, contribute and provide feedback for team processes as well as its design system.

Houghton Mifflin Harcourt, New York, NY Jul 07–Aug 16

Senior Design Architect (UX/UI and IxD)

Key contributor to the HMH Player UX team. HMH Player is a revolutionary learning app (ISTE 2014 Best of Show Winner and 2015 Awards of Excellence Tech & Learning.) Designer of assignments and windows management for performance tasks. Lead for enterprise-wide HMH Download Center serving more than 50 million students in more than 150 countries.

Holt, Rinehart and Winston, New York, NY Jun 00–Jul 07

Designer/Team Leader (Grades 6-12)

Collaborated with my team on developmental design/concept of book interiors. Conceived and executed cover designs for the student edition.

CONTACT

160-07 Normal Road
Jamaica Hills, NY 11432

 347-306-4365

 psawchuk2000@yahoo.com

 www.petersawchuk.com

 [Linked in Profile](#)

TECHNICAL SKILLS

Sketch

Confluence

JIRA

OmniGraffle

Invision

Axure

Photoshop

Microsoft Office

HTML & CSS

EDUCATION

General Assembly:

12-week User Experience Design, taught by Ryan Snelson

School of Visual Arts:

MFA

Rhode Island School of Design:

BFA

INTERESTS

- Writing
- Illustration
- Art
- History
- Yoga, Meditation & Fitness