# Stephan Kochanski

**PORTFOLIO** https://www.stephan-kochanski.com/

**PROFILE**

I am a passionate, big-picture thinker with a meticulous attention to detail. My creative vision drives me to design intentional, inclusive, and meaningful user experiences. Over the past seven years, working in an Agile Scrum environment has honed my ambitious, adaptable, and collaborative approach to problem-solving. My expertise lies in User Interface design, seamlessly integrating User Experience principles with a strong focus on Material Design patterns. I am excited to bring my skills and experience to the next phase of my journey.

**EDUCATION**

Oakland University, Rochester, MI 48309
BA in Studio Art-New Media, December 2015

**EXPERIENCE**

**Price Waterhouse Cooper (PwC) – (July 2023 – December 2024)**
UX Design Lead

At PwC, I lead a dynamic pod of up to three individuals. Collaborated with the wider team through strategy development and continuous process improvement. In addition to this, I played a key role in driving several rapid proof-of-concept and MVP initiatives, ensuring swift execution and delivering high-impact results.

- I mentored the designers within my pod, conducting regular 1:1 meetings, providing guidance and support. I oversaw the progress of multiple projects, ensuring high-quality deliverables, and consistently ensured client satisfaction with the outcomes.

- Organized surveys, workshops, and interviews with team members to identify workflow bottlenecks and pain points. Analyzed findings and developed targeted solutions to address and resolve identified issues.

- My weekly responsibilities included handling projects of varying durations, from a few days to several months. These tasks involved kick-off meetings, discovery sessions, creating low-fidelity wireframes and high-fidelity mockups with iterations, and designing interactive prototypes.

**Ford – (September 2020 – July 2022)**
Product Designer

At Ford, I worked on a centralized hub for AI/ML practitioners on a Web platform. As a part of the research process, I conducted user interviews, usability tests, created surveys, and guided other designers. In addition, I created flow charts, Low-Fi wire frames, Hi-Fi mock ups, and interactive prototypes.

- Conducted research that helped teams streamline an end-to-end ML process, reducing the completion time from over a month to just a few days.

- Redesigned the platform to efficiently get the user to the tools they need with the necessary information for them to choose which tool is best for their project.

- Built the next version of the platform in a modular way for tools to be added, replaced, or removed when necessary. This was accomplished by making an admin portal that any of the 30+ team members could make those changes freeing up Software Engineers time.

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**EXPERIENCE (Cont'd)**

**Alliance Inspection Management** – (July 2016 – September 2020)
UX/UI Designer

I worked on 5 different teams for both Web and Android platforms, creating flow charts, interactive prototypes, overlays, and a style guide for various projects.

- Completed up to 10 projects within a 2 week period that produced: 20-30 Hi-Fi mockups, 5-6 flows, and 1-2 interactive prototypes

- Designed a digital inspector-used condition report reducing errors and printing costs

- Fixed backend upload glitch by installing a progress bar and persistent snack bar that monitored upload progress, decreasing the number of minimum daily failed uploads from 75 to 0

- Created new overlay to expand inspection photography options, creating a new tier of pricing that increased sales revenue

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**SKILLS**

### Design

- UX Design
- Illustration and UI graphics
- Interaction Design
- Strategy presentations
- User Flows
- Work Flows
- Concept Sketches
- Wireframes & Mock ups
- Style guides
- Rapid Prototyping

### Software

- Sketch App
- Adobe XD
- Balsamiq
- Figma
- Illustrator
- Photoshop
- Premiere Pro
- After Effects

### Research

- User interviews and sessions
- A/B Testing
- Surveying
- Data Analysis
- Usablity testing
- Comparative Analysis
- Persona Development

### Collaboration

- Facilitate design critiques
- Self-starter
- Detail oriented
- Flexible
- Communicative
- Innovative
- Team Oriented