

Adam Brcka

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online portfolio
adambrcka.com

Career Objective

I am seeking a full-time position as a User Experience Designer.

Education

Carnegie Mellon University, Pittsburgh, PA USA
Fall 2006 – Summer 2007 [GPA 3.78]
Master of Human-Computer Interaction

capstone project
Fiesta, an integrated social-event planning application [Sponsor: Google]

Iowa State University, Ames, IA USA
Fall 2002 – Fall 2005 [GPA 3.93, *Phi Beta Kappa*]
Bachelor of Science, Psychology (major); Statistics, Philosophy (minors)

Skills and Experience

I have worked in and have lead several multidisciplinary project teams designing various software- and technology-based real-life solutions, directly participating throughout the entire iterative process of ideation and domain exploration, user research and analysis, interaction and interface design, rapid prototyping, critiques, and presentations.

I have working knowledge of and have employed a wide array of user-centered design and usability methodologies including Affinity Diagramming, Competitive Analysis, Contextual Interviews, Personas, Concept Validation, Diary Studies, Think Alouds, Card Sorting, Paper Prototyping, Wireframes, Heuristic Evaluations, and Cognitive Walkthroughs.

Throughout my varied project work, I have used, in-depth, multiple Adobe Creative Suite and Microsoft applications including Dreamweaver, Fireworks, Flash, Illustrator, Photoshop, Premiere Pro, Visio, and Visual Studio, and I greatly enjoy every chance I get to utilize and work toward mastering these and other creative tools.

I have built interactive prototypes and have a broad programming experience, having coded HTML, CSS, VB.NET, ActionScript, Java, C++, SAS, and SPSS for various projects. I welcome opportunities to strengthen my programming skills and to learn new languages and techniques.

I have contributed many visual design elements to my group projects, including overall look-and-feel, typography, logo design, presentations, and photo and video production and editing. I have a lot of fun performing these tasks and pursue many other creative hobbies outside of the digital world.