

MICHAEL SAWINA LEAD PRODUCT DESIGNER

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EDUCATION

University of California Irvine

Masters of Human-Computer
Interaction Design
4.0 GPA

Otis College of Art & Design

Bachelors of Fine Art in
Graphic Design
3.5 GPA

SOFTWARE

- Figma
- Sketch
- Adobe Creative Suite
- Microsoft Office
- Miro
- Jira

AWARDS

- 10 Graphic Design USA Awards
- 1 Dieline Award

EXPERIENCE

Hussle Technology, Lehi, Utah, Remote

Lead Product Designer, Aug 2021 - Mar 2024

- Utilized Figma to develop user flows, sketches, wireframes, and prototypes for the creation of new features within CRM, Pulse and LIVE software.
- Led team brainstorms to generate innovative ideas and foster collaboration.
- Worked closely with developers to ensure proper design implementation.
- Managed design system, ensuring consistency & scalability across products.
- Conducted qualitative & quantitative usability testing to verify design choices.

Kaiser Permanente Capstone Project, Pasadena, California, Remote

Lead UX UI Designer, Mar 2020 - Sep 2020

- Collaborated with product team to redesign an inventory management software called myMITI that tracks hospital equipment at Kaiser hospitals.
- Created surveys and interviewed end users to identify software issues.
- Synthesized research findings and proposed improvement recommendations.
- Created and presented sketches, user flows and wireframes to stakeholders.
- Delivered a prototype and design system of the new software design.
- Conducted user testing to verify design decisions and identify improvements.

Mattel | Barbie Brand, El Segundo, California, Hybrid

Senior Art Director, Mar 2012 - Aug 2021

- Boosted Barbie product engagement by designing a mobile web experience enabling easy access to product videos, instruction, and an online store by scanning packaging QR codes.
- Translated complex play patterns into clear and striking packaging graphics.
- Developed designs internally and managed an offshore team and vendors while hitting deadlines.

Samsung, Los Angeles, California, Onsite

Senior UI Designer, Mar 2011 - Mar 2012

- Created lock and home screen wallpapers for Samsung phones and tablets.
- Produced carrier-specific mobile UI design assets for the North America market. Clients included Metro PCS, US Cellular, TracFone, Cricket and BMC.
- Developed style guides to ensure proper implementation of UI assets and to minimize inconsistencies.

AG Jeans, Los Angeles, California, Onsite

Graphic Designer, Aug 2008 - Mar 2011

- Redesigned the AG Jeans e-commerce website boosting online sales by 25%.
- Updated website homepage with new promotions driving online engagement and conversion rates.