

PERSONAL INFORMATION



alexcotoranu

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Sex Male | Date of birth 19/06/1985 | Nationality Romanian, Canadian

PERSONAL STATEMENT

I am an Interaction Designer with several years of experience in UX research, UI design, and consultancy, graphic design, web design, and web development. I welcome opportunities to further my skills, passions, and abilities through industry experience.

WORK EXPERIENCE

December 2015 - Present

User Experience Consultant

User Interface Design GmbH (Mannheim, BW, Germany)

- Applied best practices to user experience (UX) research through conceptual workflows, prototyping, user interface (UI) design, and user testing (across multiple platforms).
- Coordinated with designers and user experience experts in consulting a multitude of clients, across various sectors, towards improving their products and services.
- Provided "outside the box" alternatives, in addition to meeting client requirements, in order to foster innovation and explore potential improvements to both new and existing products.
- Assisted in Design Thinking workshops in order to facilitate an alternative means of collaboration between various stakeholders.

Business or sector Design Agency

February 2015 – December 2015

User Interface Designer

Delta Controls (Surrey, BC, Canada)

- Designed interfaces in coordination with stakeholders, partners, project managers, developers, quality assurance (QA) personnel, technical writers, and support staff.
- Initiated UX research sessions (including usability tests) at various stages of product development, and hand-coded my own digital UX research tools for such tasks.

Business or sector Building Automation System Control

May 2013 – February 2015

Graphic and User Interface Designer

CopperTree Analytics (Surrey, BC, Canada)

- Researched best practices and designed in graphic, web (responsive), and user interface (UI) fields. Was responsible for scaffolding single page application screens using Twitter bootstrap, and creating graphics and icons for front-end use in a highly collaborative team environment.
- Performed product management role from a creative perspective; defined new key features through a collaborative, user-centred approach.
- Designed and developed analytical charts, reports, and dashboard-widgets used by clients to visualize their Building Automation System (BAS) data.

Business or sector Building Automation System Control Data Analysis

May 2013

Graphic Designer

ICLEI (Bonn, NRW, Germany)

- Researched best web design practices and redesigned CMS managed web pages through mockups, iconography, graphics, plugins, and scripting language.
- Was responsible for creating information graphics, branding, typography, and layout for several diverse magazines and brochures with attention was to stakeholder branding
- Completed a version of the campaign website for the EcoMobility World Festival (2013).

Business or sector Local Governments for Sustainability

October 2012 - April 2013

Graphics and Multimedia Assistant

European Aviation Safety Agency [EASA] (Köln, NRW, Germany)

- Researched, designed and developed graphics (icons, logos, header / footer images, information models, etc.), presentation material, website mock-ups (sketches and digital illustrations).
- Made well-received recommendations towards improving the information architecture of the main website as well as internal and external communication services.
- Developed a web application prototype as well as a WordPress plugin
- Designed and implemented high quality HTML email templates (Internal & External).

Business or sector Communications and External Relations Department – EU Agency**EDUCATION AND TRAINING**

September 2010 – June 2012

Master of Science (MSc) in Interaction Design

Malmö Högskola / Malmö University (Sweden)

User Experience Design / Research

- Participatory Design
- Service Design
- Design Research
- Physical Computing (Arduino)

Academic Design / Research

- Critical Design
- Design Criticism
- Game Design Criticism
- Academic Writing

September 2003 – December 2008

Bachelor of Science (BSc) in Interactive Arts and Technology

Simon Fraser University (Canada)

User Experience Design

- Prototyping & Design Evaluation (Usability)
- Game Design
- Audio Design
- Video Design (Moving Images)
- Physical Computing (Arduino)

Graphic Design

- Typography
- Design Sketching

Product Design

- Italian Design History
- Italian Design

PERSONAL SKILLS

Mother tongue(s)

Romanian, English

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
German	C1	C1	C1	C1	C1
Goethe-Zertifikat C1					
French	B2	B2	B2	B2	B2
Canadian Grade 12 High-school					

Communication skills

- Excellent communication skills (In all my roles, I communicated effectively both in written as well as verbal form with many stakeholders across a multitude of disciplines.)
- Expressive (Used visual aides such as sketches, information models, designs, and prototypes during in-person meetings throughout my career.)
- Engaging (In my role as User Experience Consultant, I make use of body language and focused visual material to encourage audiences to engage with new information during presentations.)
- Flexible (In my role as User Experience Consultant, I facilitate and accommodate constructive ideas of my peers and clients.)

Organisational / managerial skills

- Leadership (In all roles was excellent at assessing and maximizing the strengths and abilities of all team members.)
- Planning (In current and previous roles established an overview of tasks through the use of digital tools such as Jira, Confluence, and Trello.)
- Continuous learner (I have a craving for new knowledge, which I have applied both in my position as User Experience Consultant, and in my personal time.)
- Adaptive and resourceful (across all my roles, as the situation demands I pick up new skills and get the job done; if resources exist, anything is accomplishable.)
- Detail oriented and well organized (as part of the optimal user-experience I research and design in my current role as User Experience Consultant.)
- Focused (In my role as User Experience Consultant, I have methodically planned my work in a series of manageable tasks that I have successfully completed without distraction.)
- Agile driven (In my previous positions as UI Designer, Graphic and User Interface Designer, I actively participate in weekly SCRUM meetings and applied AGILE methodologies to the way in which I completed my tasks.)

Computer skills

Design Tools + 3D Tools

- Excellent command of Adobe Illustrator, Adobe Photoshop, Adobe InDesign, and working knowledge of Adobe Premiere Pro, Adobe After Effects, and Adobe Acrobat.
- Excellent command of Sketch, Affinity Designer, and Affinity Photo.
- Excellent knowledge of Blender, Maya, and knowledge of 3DS Max, Cinema 4D, and Rhino.

Prototyping Tools

- Excellent knowledge of Adobe XD, Axure, Balsamiq, and Sketch in congruence with a multitude of prototyping platforms such as inVision, Marvel, and Flinto to name a few.

Microsoft Office and other Microsoft platforms

- Excellent with MS Word, MS Excel, MS Powerpoint, MS Outlook, MS Visio.

Programming and Scripting Languages + Databases

- Excellent command of JavaScript (including ES6, Ember JS, React JS, Alt JS (Flux), JQuery, Angular JS, Node JS, Express, Jade), PHP (including Yii and Zend frameworks), Python, HTML 5, XHTML, XML, CSS 3 (including Stylus, LESS, and SASS pre-processors).
- Basic knowledge of MySQL, PostgreSQL, MSSQL, MongoDB, and FileMaker Pro.

Source Control Management

- Working knowledge of Git (Bitbucket, Github, and Gitlab), Surround SCM

Content Management Systems

- Excellent knowledge of Typo3, WordPress, and CMS's that I created myself

Social Media Tools + Email Marketing Systems + Web Analytics

- Experience with Twitter, Instagram, Facebook, LinkedIn, YouTube, Vimeo and social networking components of other web services.
- Working knowledge of SendGrid, MailChimp, and Campaign Monitor.
- Working knowledge of using and reporting with Google Analytics.

Other skills

- Prototyping with microcontrollers (such as Arduino)
- Painting, drawing, sketching, and digital illustration
- Working knowledge of computer hardware and hardware assembly

Interests

- Football, cycling, gaming, cooking, travelling, photographing, learning, teaching

ADDITIONAL INFORMATION

Publications

Supporting Interaction Designers through the Accomplishment Support Tool: IxD Companion. Malmö University Electronic Publishing (MUEP), <http://dspace.mah.se/handle/2043/15096>