

## Contact

### **Profile**

chriskorkos.com chkorkos@gmail.com linkedin.com/in/chkorkos 562-305-9759 I'm a UX Designer with experience working on information, security, and commercial systems. I create interactive design experiences by combining high-fidelity design with prototyping, research, and web programming.

# Experience

## Skills

### Writer

May 2022 - Present

Toolkit Figma Sketch Balsamiq PowerPoint Adobe Xd Skywind (Game Development Project)

Wrote item descriptions, world flavor text, quest direction, and character dialog. Researched new and existing game lore, and worked with designers and developers to ensure accuracy.

Adobe Photoshop Adobe Illustrator Pen & Paper

# **Product Designer**

March 2021 - Present

Stretto

Designed web and desktop interfaces, conducted user research studies, and led design refinements with development team. Managed tasking and status in Jira alongside design, development, and QA teams.

# Design & Research User Interface Design Interaction Design User Experience Research Prototyping User Interviewing Logo Design

### Visual/UX Designer

May 2018 - December 2020

Pacific Science & Engineering

Created interactive and visual design specifications, researched users and industry standards, and aided in frontend development. Collaborated with subject matter experts to meet user needs and iterate on designs.

Development HTML/CSS JavaScript/jQuery Bootstrap

#### **UX** Designer

August 2017 - February 2018

Yomp

Designed team's website from early mockups to developed pages. Built interactive prototypes of the main mobile app for testing purposes.

### **Programming Instructor**

August 2017 - May 2018

**ThoughtSTEM** 

Taught coding to students in kindergarten through middle school. Learned JavaScript programming and helped improve company products.

### Education

### University of California, San Diego

2012-2017

B.S. in Cognitive Science, specializing in Human-Computer Interaction Minor in Literature Writing