

Eric E. Dolecki

Senior Designer : Product, Concept, Experience, and User Interface

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SUMMARY

Curious and excited by advancing technologies, I am a multi-disciplinary designer with 25 years of experience as a designer of concepts, products, experiences, and interfaces. I have strong capabilities in user-centered interface design, accessibility, concept ideation, wire framing, technical problem solving, prototyping, and software development. Comfortable with both the “fuzzy front end” as well as data-driven product development. I successfully engage both creative and analytical thinking into every project that I undertake. I am a valuable teammate and individual contributor.

SKILLS

Adobe CC Suite, Figma, Sketch, Miro, Trello, Jira, Zeplin, Xcode, GitHub, human-centered design, mentoring, responsive web development, brainstorming, design critique, precision, system design, typography, layout, branding, iconography, wire-framing, accessibility, user research, iOS development: Swift and SwiftUI, JavaScript, CSS, PHP, and Apple's HIG.

EXPERIENCE

Principal Software Engineer | Concept Designer

Boston, Massachusetts

Bose Corporation

09/2021 - Present

- Spearhead weekly meetings with 6 cross-functional team members on product concepts and new features, improving user experiences, and creating demonstrable prototypes for testing and evaluation.
- Identify and utilize technology for projects to allow us to create new user experiences and interfaces. For example, I worked on dynamically grouping SoundLink Revolve speakers based on their associated charging dock states.
- Led user test prototyping efforts by designing and developing a full-size Bose SoundTouch Controller on an iPad to evaluate interaction and display models before proceeding with production hardware designs.
- Slashed user input time for new feature tests and an onboarding experience by over 80% by iterating on user flows and designs during UX research evaluations of our flagship Bose mobile application.

Software Engineer | Concept Designer

Boston, Massachusetts

Bose Corporation

12/2005 - 09/2021

- Took leadership and coded functional prototypes for the Bose VideoWave television and its remote control. Through multiple iterations of feedback and development, I improved the implementation and ultimately proved the concept's viability. The concept was then assigned to a development team, with their progress directly supported by my detailed design documentation and attendance in their sprints.
- Designed and delivered innovative and engaging hardware and software-based user simulations, experiences, and user flows for future (2-5 year runways) Bose R&D products and services. Mentored two digital designers.
- Designed, coded and deployed user data gathering web applications for qualitative and quantitative data analysis by UX research in order to solidify data-driven future marketing plans and targets. Administered to 50+ external participants.
- Managed and supplied production-quality assets to third-party cross-functional team members in order to efficiently produce and deliver on simultaneous ongoing research projects.
- Combined my unique ability to integrate both creative and analytical thinking into every project I participated in. This allowed me to view each project from multiple perspectives in order to help facilitate best practices to complete the work in a timely, accurate, efficient and positive manner.

EDUCATION

Bachelor of Fine Arts in Graphic Design

Edinboro, Pennsylvania

Edinboro University of Pennsylvania

ACHIEVEMENTS

Granted 7 design patents.

I have been awarded seven design patents by the USPTO for my work on various projects during my successful tenure at Bose Corporation.

Interactive awards.

I was awarded the Macromedia Site of the Day twice for my interactive design work. I have also received several online and print magazine awards for my graphic design work in the interactive web design space.

Four published web technology books.

I have been fortunate enough to have been able to co-author four published books that taught readers about interactive Flash design and corresponding coding techniques. Because of this I was selected as a judge for a KIA-sponsored interactive design awards contest.