



# Eric E. Dolecki

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## WORK EXPERIENCE

### Principal Product Designer & Senior Software Engineer

Bose Corporation

2021 - 2024

- Lead Global R&D, User Research, and Vision & Validation efforts by designing and creating both hardware & software functional prototypes, developing tools, and conducting tests to ensure a user-centered design approach.
- Innovated and refined concepts and products through user testing while collaborating within cross-functional teams in an agile environment.
- Craft user-centered visual designs, wireframes, and both lo-fidelity and hi-fidelity prototypes to evaluate future product experiences.

#### Key Achievements

- Led the design and development of future product features that will enhance user experience, contributing into a 25% increase in customer satisfaction.
- Awarded a design patent for a health-based sleep category product.
- Deeply integrated with engineering staff on early and ambiguous concepts.

### Senior Concept Designer

Bose Corporation

2005 - 2021

- Pioneered the development of hardware and software prototypes and vision videos for internal and external concept and feature evaluations.
- Collaborated with the head of product to translate company goals into actionable design decisions.

#### Key Achievements

- Awarded multiple design patents in recognition of innovative concept development and user experience delivery resolution.
- Led a team of designers to create a new product line, resulting in a 10% increase in consumer electronics market share (Bose VideoWave).

### Visual Designer & Developer

Convoq, Inc.

2001 - 2005

- Led the design for the creation of a groundbreaking corporate conferencing and messaging tool as a primary UI and interaction designer.
- Collaborated closely with the CEO, head of marketing, and head of product to deliver on-time releases with polished interfaces with high usability scores.

#### Key Achievements

- Consulted directly with Macromedia and Adobe to influence APIs to allow for desired functionality for online web conferencing. Influenced their IDE betas.
- Successfully launched a product that was adopted by major corporations.

## Software

Sketch  
Figma  
Illustrator  
Photoshop  
After Effects  
InDesign  
Jira  
Trello  
Miro  
Xcode  
HTML, CSS, Javascript

## Hard

UI & UX Design  
Prototyping  
Visual Design  
Art Direction  
Design Review  
Product Strategy  
Arduino  
Wireframing  
User Research  
Brand & Identity  
Usability Testing  
Storyboarding  
Software Development  
Published Tech Author  
Awarded Patents

## Soft

Communication  
Empathy  
Teamwork  
Problem Solving  
Apple HIG  
Independence

## EDUCATION

### Bachelor of Fine Arts: Design

Edinboro University of Pennsylvania