

Christina Janczak

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SUMMARY

High-energy, end-to-end product designer who possesses strong problem-solving skills and an ability to manage time-sensitive projects in a fast-paced, sometimes ambiguous, environment. Results-oriented leader who is experienced in translating abstract concepts into practical solutions.

EXPERIENCE

Senior Product Designer

Fungible

August 2020 – Present, Reston, VA

- Spearheaded the idea for the Fungible Design System in order to create product-wide consistency, maximize developer efficiency, and increase productivity for the design and engineering teams.
- Earned buy-in across key stakeholders at the individual contributor through executive levels, and across Design, User Experience, and Product teams.
- Led a cross-functional team of designers and developers to deliver a unified set of guidelines, best practices, and front-end component library. Achieved 100% adoption within one year.
- Designed various new features from inception to implementation, as well as page layouts that represent content and functionality with clarity, familiarity and visual balance.
- Reviewed and provided feedback to other designers to improve their product quality.

Product Designer

Cloudistics

May 2015 – August 2020, Reston, VA

- Sole visual designer at Cloudistics, responsible for the product's UI and company branding.
- Partnered closely with key stakeholders, as well as product, engineering, and marketing teams to create a unified visual brand identity across the product UI and marketing website, collateral and packaging.
- Owned various web application features, interfaces, and experiences. Created simplified, elegant solutions for complex problems.
- Designed for broadly defined, loose concepts, as well as narrowly defined features.
- Delivered features from inception to implementation, including research, concept mapping, low-fidelity wire-framing, ideation, and high-fidelity prototyping.

Co-founder, Head of Design

Whooley

October 2012 – January 2015, Reston, VA

- Responsible for setting the design direction of the mobile app, including product features, user experience, and branding.
 - Managed an eight member development team in Kiev, Ukraine.
 - Innovated on geo-location technology, creating a patent technology named OTLC (Opt-in and Time Limited Bi-Directional Real-Time Location Sharing (Patent US9432810B2)).
 - Managed a student ambassador program at Miami University which increased app downloads by more than 200%.
 - Led a collaboration with a HCI class at Miami University to conduct user research and feature improvements.
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PROJECTS

The UX Book, UI Case Study and Book Cover Design

The UX Book: Agile UX Design for a Quality User Experience, 2nd ed. • March 2018

- Acknowledged in The UX Book: Agile UX Design for a Quality User Experience, 2nd ed. for designing the book cover and National Parks App case study.
 - Collaborated with co-author Pardha Pyla to create a visually engaging, recognizable book cover.
 - Employed user-centered methods to create an emotionally impactful, beautifully balanced UI design.
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EDUCATION

Bachelors of Fine Arts, Architecture

Minor in Anthropology • Miami University • Oxford, OH • 2013

SKILLS

Interaction Design, Visual Design, Design Systems, Graphic Design, CSS/HTML (beginner)

Sketch, Abstract, Adobe Illustrator, Adobe Indesign, Adobe Photoshop, Miro, Coda