Mark Donica

UX & Product Design

UX and product designer with front-end development knowledge and a background in geospatial data.

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markdonica.com
Austin, TX

Skills

Design: Adobe Creative Suite ● Figma ● Sketch ● Blender
Code: HTML ● CSS ● JavaScript ● Python

Experience

Product Designer ● WRKiiT   June 2020 to Present

Product Design and front-end dev at global fitness startup. Constructing wireframes for key app pages in Figma. Developing and implementing a design system. GIT and Jira savvy. Graphic design for UI elements and marketing needs.

UX Design ● FOUND   Jan-Feb 2020

Final project at General Assembly working with an Austin-based travel startup seeking to focus their vision. Conducted industry research, designed wireframes and tested prototypes. Designed new logo and product identity.

Data Analyst ● ForeFlight   Feb 2015 to Mar 2019

Digitized world airports using satellite imagery in QGIS. Designed symbols and layouts optimized for iPad app. Refactored, scaled, and debugged internal scripts and improved usability based on team feedback. Developed and distributed command-line tools to simplify mapping team's workflow.

3D Mapping Analyst ● Zebra Imaging   Nov 2009 to Apr 2012

Created 3D models using various commercial and in-house 3D modeling apps for printing on large holograms. Coordinated production workflow with 3D artists to meet customer requirements and sent datasets to manufacturing for printing. Company-wide ERP system administrator.

Education

User Experience Design Immersive Course at General Assembly

Bachelor of Science in Geographic Information Sciences from Texas State University