ERIC E. DOLECKI

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SUMMARY

I love bringing ideas to life. Product visions, simulations, prototypes, wireframes, polished shipping visuals, or precise UI/UX interactions that need iteration and testing. That's my wheelhouse. I am a strong Individual contributor as well as a team player.

I help to design and deploy various user experiences to communicate and help evaluate product and software concepts. Because I know how to build things, concepts are rooted in reality and a knowledge of levels of effort required to deliver.

EXPERIENCE

Principal Software Engineer, Bose Corporation, Boston — 2021-Present
Working on more production-centric software prototypes for user testing.

Concept Engineer/Designer, Bose Corporation, Boston — 2005-2021
Contribute to the delivery of product and feature concepts by producing sketches, digital designs, and actual user experiences through the combination of software, hardware, and visuals.

Interactive Technology Developer, Convoq, Inc., Boston — 2002-2005
Visual design and team code for a Flash-based conferencing start-up.

Interactive Designer, Directech eMerge, Boston, 1995-2002
Digital experiences for a arm of a technical direct-marketing company.

EDUCATION

Edinboro University of PA — Bachelor of Arts in Graphic Design, 1993

SKILLS

I am well-versed using the following technologies: Swift and SwiftUI for Apple platforms, The Adobe Creative Suite including After Effects, HTML, CSS, PHP, Javascript, and other web bits, Sketch/Figma, hand-sketching, and more. BA in Graphic Design. Taking a course in UX Research & Design.

AWARDS

I was awarded the Macromedia Site of the Day twice (before acquisition by Adobe), I have published books on interactive Flash Technology and Design, and I have won numerous interactive design awards Currently seven awarded patents through my work at Bose Corporation.