

Eric E. Dolecki

Senior UX Designer | User-Centered Design | Prototyping & Wireframes | Figma

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Experience

Senior UX Designer

UKG

January 2025 - Present

Lowell, MA

- Design AI-driven (agent and assisted) interfaces for Workforce Management (WFM), improving user efficiency with Figma user flows, wireframes, designs, and prototypes.
- Contribute new components and improvements to existing UKG Ignite Design System - within brand, accessibility, and customer needs.
- Conduct user research to validate designs with customers while ensuring alignment with enterprise requirements.

Principal UX and Product Designer

Bose Corporation, Global Research and Development

2021 - 2024

Framingham, MA

- Leadership in UX/UI design for consumer electronics, creating design systems, wireframes, and high-fidelity prototypes in Figma and iOS/MacOS to drive product innovation
- Conducted usability testing and user research, resulting in a 25% increase in customer satisfaction for new features
- Collaborated with engineering teams in Agile workflows to integrate designs into production, securing a design patent for a health-focused sleep product
- Strategically produced more top-level features and product design

Senior UX and Concept Designer

Bose Corporation, Research and Development

2005 - 2021

Framingham, MA

- Led UX/UI design for consumer electronics, creating design systems, wireframes, and high-fidelity prototypes in Figma and iOS/MacOS to drive product innovation
- Conducted usability testing and applied user research, resulting in 20-75% increases in user satisfaction for new software features
- Foundational collaboration with internal and external groups using Agile workflows for design progressions through production, securing design patents for VideoWave and related technologies
- Mentored junior designers, fostering a user-centered design culture

Additional Experience

Digital Experiences and Messaging Interface Design

Convoq Inc., Applied Messaging, Zingdom

2001 - 2005

Boston, MA

Skills

Figma, Sketch, Adobe Creative Suite, Xcode

UX/UI design, prototyping, wire framing, personas, testing, design systems, Accessibility (WCAG), Apple HIG, AI-assisted Figma, Vibe Coding, mobile and web development, scrum, Jira, Confluence, Slack, HTML, CSS, Javascript, Swift, SwiftUI

SUMMARY

Senior UX/UI Digital Designer with 20+ years of experience deploying user-centered solutions for Bose and UKG. Expert in Figma, prototyping, and user research, with a proven track record of increasing customer satisfaction by 20-75% through innovative features and design patents. Passionate about creating accessible, intuitive interfaces for consumer and enterprise products.

KEY ACHIEVEMENTS

Increased User Satisfaction
Boosted customer satisfaction metrics via feedback loops, innovative UX/UI, and targeted research.

Design Patents
Secured nine patents including design patents, enhancing product usability and boosting brand recognition.

Boosted Efficiency
Enhanced workforce management efficiency by 30% using AI-driven UX designs and strategic user testing.

Cross-functional Expertise
Effectively works with technical engineers, UX researchers, program managers, and designers.

WORK EXAMPLES

