Eric E. Dolecki

Senior Designer : Product, Concept, Experience, and User Interface
+1 (508) 505-7384   edolecki@gmail.com   http://www.ericd.net   Portfolio   http://linkedin.com/in/edolecki   Boston, MA

SUMMARY

Curious and excited by advancing technologies, I am a multi-disciplinary designer with 20+ years of **experience** as a designer of concepts, products, experiences, and interfaces. I have a burning passion for **user-centered interface design, accessibility, concept ideation, wire framing, technical problem solving, prototyping, and software development**. Comfortable with both the "fuzzy front end" as well as data-driven product development. I successfully engage both creative and analytical thinking into every project that I undertake. I am a valuable teammate and individual contributor.

SKILLS

Adobe CC Suite, Figma, Sketch, Miro, Trello, Jira, Zeplin, Xcode, GitHub, human-centered design, mentoring, responsive web development, brainstorming, design critique, precision, system design, typography, layout, branding, iconography, wire-framing, accessibility, user research, iOS development: Swift and SwiftUI, JavaScript, CSS, PHP, and Apple's HIG.

EXPERIENCE

Principal Software Engineer | Product Designer
Bose Corporation

Boston, MA
09/2021 - Present

- Spearhead weekly meetings with 6 cross-functional team members on **product concepts** and new features, **improving user experiences**, and creating **demonstrable prototypes** for testing and evaluation. Plan user tests.
- Identify and utilize technology for projects to allow us to create **new user experiences and interfaces**. For example, I worked on dynamically grouping SoundLink Revolve speakers based on their associated charging dock states.
- Led **user test prototyping** efforts by designing and developing a full-size Bose SoundTouch Controller on an iPad to **evaluate interaction and display models** before proceeding with production hardware designs. **Software development**.
- Slashed user input time for new feature tests and an onboarding experience by over 80% by iterating on **user flows** and **application visual designs** during UX research evaluations of our flagship Bose mobile application.

Software Engineer | Concept Designer
Bose Corporation

Boston, MA
12/2005 - 09/2021

- **Took leadership and developed** functional prototypes for the Bose VideoWave television and its remote control. Through multiple **iterations** of feedback and development, I improved the implementation and ultimately proved the concept's viability. The concept was then assigned to a development team, with their progress directly supported by my detailed **design documentation** and participation in their **development sprints**.
- Designed and delivered innovative and engaging hardware and software-based **user simulations, experiences, and user flows** for future (2-5 year runways) Bose R&D products and services. **Mentored two digital designers**.
- Designed, coded & deployed **user data gathering** web applications for **qualitative** and **quantitative** data analysis by UX research in order to solidify data-driven future marketing plans and targets. Administered to 50+ external participants.
- Designed and supplied **production-quality assets** to third-party cross-functional team members in order to efficiently produce and deliver on simultaneous ongoing research projects.
- Combined my unique ability to integrate both **creative and analytical thinking** into every project I participated in. This allowed me to view each project from multiple perspectives in order to help facilitate best practices to complete the work in a timely, accurate, efficient and positive manner.

EDUCATION

Bachelor of Fine Arts in Graphic Design
Edinboro University of Pennsylvania

Edinboro, PA

ACHIEVEMENTS

USTO patents
I have been awarded **seven design patents** by the USPTO for my work on various projects during my successful tenure at Bose Corporation.

Interactive awards
I was awarded the **Macromedia Site of the Day twice** for my interactive design work. I have also received several online and print magazine awards for my graphic design work in the interactive web design space.

Published author
I have been fortunate enough to have been able to **co-author four published books** that taught readers about interactive Flash design and corresponding coding techniques. Because of this I was selected as a judge for a KIA-sponsored interactive design awards contest.