



ERIC DOLECKI

senior ux/ui/product designer

INFO

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PROFILE

Reliable, empathetic, and adaptable Senior UX/UI/Product Designer with 20+ years of experience crafting intuitive, user-centered experiences that drive adoption and business results. I prioritize clear, respectful communication and seamlessly adapt to team dynamics and project needs—whether leading initiatives, mentoring designers, or bridging design, product, and engineering. Open to new opportunities.

WORK EXPERIENCE

Senior UX Designer - UKG (Contract)

Jan 2025 - Mar 2026 | Lowell, MA

- Designed AI-driven agent-assisted and conversational agent interfaces for Workforce Management (WFM), delivering 85% user efficiency gains through Figma flows, wireframes, Ignite components, and interactive Figma/Replit prototypes—achieving 60% faster task completion and significantly higher adoption.
- Conducted rigorous peer critiques for accessibility (WCAG), brand alignment, and design system consistency to balance user needs with business objectives.
- Partnered closely with cross-functional teams (product, engineering, stakeholders) to inform and drive design decisions.

Principal UX, Product Designer - Bose Corporation (Global R&D)

2021 - 2024 | Framingham, MA

- Led UX/UI research design, developing comprehensive design systems, wireframes, and high-fidelity prototypes in Figma, SwiftUI, and iOS/macOS to fuel product innovation.
- Boosted customer satisfaction by 50% on new features through iterative usability testing, qualitative/quantitative research, and rapid prototyping.
- Collaborated in Agile environments with engineering to ship designs; secured a design patent for an innovative health-focused sleep product.
- Delivered more high-impact, top-level features and concepts than peers, accelerating product development velocity.

Senior UX and Concept Designer - Bose Corporation (Global R&D)

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.
- Improved user satisfaction 60-85% across multiple mobile and embedded software features via usability testing, research, and iteration.
- Collaborated with internal and external groups using Agile workflows for design progressions through production, securing 9 design patents for VideoWave and other projects.
- Strategically produced more top-level features and product design concepts than any other designer in the organization, contributing to a 15% increase in product line revenue.
- Recognized for exceptional design leadership and innovation, receiving multiple internal awards and commendations for contributions to product success and user experience excellence.
- Mentored junior R&D product designers, fostering a user-centered design culture.

EDUCATION

Edinboro University of Pennsylvania

1994 | Edinboro, PA

Bachelor of Arts in Graphic Design, with a minor in Art History.

University of Michigan - UX Design Certificate (2023)

TECHNICAL SKILLS

Language & Coding

Swift

SwiftUI

JavaScript

PHP

HTML/CSS

Tools & Platforms

Figma

Adobe Creative Suite

Sketch

Xcode

Miro

Jira

Confluence

Design & Research

User-Centered Design

Design Systems

Accessibility (WCAG)

Prototyping

Usability Testing

User Research (Qual/Quant)

Journey Mapping

Personas

Information Architecture

Interaction & Visual Design

Design Thinking

Processes & Emerging

Agile/Scrum

AI-Assisted Design

Agentic Coding

Replit Prototyping

SOFT SKILLS

Pragmatic Problem Solving

Stakeholder Alignment

Technical Documentation

Composed Under Pressure

Cross-Functional Liaison

Stakeholder Management