



Eric E. Dolecki

Senior UX / UI / AI / Product Designer

Portfolio

www.ericd.net
www.ericd.net/profile
www.github.com/edolecki
www.linkedin.com/in/edolecki

Education

Edinboro University of PA

BA Graphic Design, 1994

Minor in Art History

University of Michigan

UX Design Certificate, 2023

Skills

A/B Testing
Accessibility (WCAG)
Agentic Coding
Agile / Scrum
AI Agent Interaction Design
AI-Enabled Design
AI-Prototyping
Conduct User Research
Design Patterns
Design Systems
Design Thinking
End-to-End Design
Iterative Design & Critique
Journey Mapping
Prototyping & Wire-framing
User-Centered Design
Visual Design

Tools

Adobe Creative Suite, ChatGPT,
Claude, Confluence, FigJam,
Figma, HTML/CSS, Jira, JS, Miro,
PHP, Replit, Sketch, Swift,
SwiftUI, Xcode

Strengths

Composed Under Pressure
Cross-Functional Collaboration
Mentoring & Leadership
Pragmatic Problem Solving
Stakeholder Alignment
Technical Documentation

Contact

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+1 (508) 505-7384 Mobile
Boston, MA

Experience

Senior UX / Product Designer

Stealth Startup (Contract) • Mar 2026 – Present • Milford, MA



- Providing design critique for health-related product currently in concept testing.
- Creating and iterating on application prototypes to test hypothesis and concepts to refine the vision with qualified user-centered critique to ensure the best outcomes.

Senior UX Designer

UKG (Contract) • Jan 2025 – Mar 2026 • Lowell, MA



- Developed AI-driven, agent-assisted, and conversational agent interfaces for Workforce Management (HR People Assist), delivering 85% improvement in user efficiency gains and 60% faster task completion via redesigned Figma flows, wireframes, Ignite components, user testing, and fully interactive prototypes.
- Created and updated design system components to improve user experiences.
- Implemented Agentic methodologies to speed application prototyping for quicker user test and to serve as reference source of truth for engineering during hand-off.

Principal UX, Product Designer (R&D)

Bose Corporation • 2021 – 2024 • Framingham, MA



- Led UX/UI research and design, developing and maintaining design systems, wireframes, and high-fidelity prototypes using Figma, iOS, QT/QML, and web technologies in order to fuel increased product innovation and user satisfaction.
- Boosted customer satisfaction by 50% for features and onboarding through iterative usability testing, qualitative/quantitative user research, and rapid prototyping.
- Collaborated in Agile environments with Engineering and PMs.
- Awarded 9 design patents.
- Designed and prototyped the Bose VideoWave user interface and remote control.
- Created and presented new concepts for future product roadmaps and feature sets by leading concept projects and collaborating on active projects.

Senior UX, Product Designer (R&D)

Bose Corporation • 2005 – 2021 • Framingham, MA



- Led UX/UI design for consumer electronics, products by creating design systems, wireframes, user flows, vision videos, and high-fidelity prototypes.
- Improved user satisfaction 60–85% across multiple mobile and embedded software features via usability testing, research, and iteration.
- Collaborated with internal and external development groups using Agile workflows in order to get concepts from 0 to 1 in their lifecycle.
- Collaborated with user research and the design department to develop testing tools and information gathering applications to improve user-centered designs.
- Repeatedly recognized with internal rewards and awards for exceptional design leadership and innovation within Bose Automotive, Bose Professional, and Bose R&D.
- Mentored junior R&D product designers.