



Dustin Martinka
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Objective Senior user experience design position in an organization where creativity, technology, and collaboration are essential to building user friendly sites.

To view my online portfolio visit www.dustinmartinka.com

Experience **Clearwire – Senior UX Designer** **2009 – Present**

Utilizing my customer-focused design experience to improve Clearwire branded websites and leading a team around me to do the same. Creating, implementing and maintaining design standards in addition to my project tasks of constructing deliverables of wireframes, designs, and front-end code. Working closely with key business stakeholders and developers to achieve company goals.

Aquent Employee at Microsoft, Windows Mobile – Product Designer **2008 – 2009**

Product Designer working on both developer and consumer facing web sites for a product "Marketplace." Working closely with developers in creating an end-to-end experience from developer application creation to user purchase and mobile download.

Ramp Technology Group – UX Designer **2008**

UX Designer focusing on interaction design. Building user accessible sites from the ground up while creating numerous assets for these sites including interaction maps, wireframes, and style pages. Hand-coding the final product using client side technologies.

Blue Frog Media – Lead Designer **2007**

Began work as the flash and print designer and later was promoted to take over the responsibilities of web designer. As the company changed from a Mobile company to a Media company, I was able to adapt my design skills to television design creating overlay graphics on top of existing TV programs using Adobe Flash.

FILTER Employee at Microsoft, Windows Live – Designer **2006**

Various projects including icon design, UI design, and producing graphics for the Human Interface Guidelines, a "blueprint" to assist developers in building screens for Windows Live Mobile.

HomesandLoans – Web Designer **2005 – 2006**

Collaborating with a small team of web developers creating internet based applications for real-estate companies. Functionality, usability, and accessibility are always taken into account in designing and creating the structural markup for the interfaces.

Contract Work

Divvy UI Design, Front-End Dev	TalentSpring UI Design	Campuschai UI Design, Front-End Dev
Friendship Adventures Branding	Business Resource Group UI Design	Don't Blink Media Flash Design
Partner On-Call Network UI Design, Front-End Dev	Jan's Doula Services Branding, UI Design, Front-End Dev	NASA and MSU UI Design, Front-End Dev



Skills	Deliverables				
	Wireframes	Front-end Code	Prototypes	Interaction Maps	
	Final Designs	Design Standards	Sitemaps	Use Cases	
	Programs				
	Adobe Photoshop	Adobe InDesign	Coda	Omnigraffle	
	Adobe Illustrator	Adobe Fireworks			
	Programming Languages				
	XHTML	CSS			
	Actionscript (some experience)	Javascript (some experience)	Flex CSS (some experience)	PHP (some experience)	

Education BFA in Graphic Design, Montana State University, Bozeman, Montana.
Courses include: advanced graphic design, advanced drawing, typography, printmaking, illustration, and art history.

Professional references and portfolio available upon request