

Michael Kosmatka

User Experience Designer at TeleNav

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Summary

My education in the Art & Technology program at The School of the Art Institute of Chicago enables an understanding of relationships between art, science and their impacts on our lives. I strive to explore those relationships in the context of user interfaces and interactive experiences.

My most recent experience has been with TeleNav. As a User Experience Designer my primary responsibility includes overseeing the direction of the user experience for their flagship enterprise product, TeleNav Track. Specific tasks include feature definition and specification, interface conceptualization, design and implementation.

I play a hybrid role as Interaction and Visual Designer. This is the sweet spot because it meshes my proclivity for analytical thought and emotionally driven detailed visuals. It's bound by the motive of creating simple, efficient user experiences while lovingly guarding the rights of the user.

The conceptual development process I involve myself in is a mash of product requirements, user research, sketches, and conversations. It leads me layer by layer, organically, where the experience can be summed up into a prototype and reviewed. I have an innate ability to present, and defend my work.

I excel at team collaboration and communication. It's just one of those things I enjoy.

A former creative director noted: "Michael brings a sense of urgency to his tasks. He's warm, communicative, and has a wonderful sense of humor."

Specialties

Technically adept, futurist. Hybridized; Interaction and Visual Design. A rapid prototyper with an eye for composition, color, typography, and an ability to create pixel perfect designs. Deep understandings of temporal experiences including motion, sound and visual interplays.

Best of all ... I don't take it too seriously.

Experience

User Experience Designer at TeleNav

November 2009 - Present (10 months)

As a User Experience Designer my primary responsibility includes overseeing the direction of the user experience for their flagship enterprise product TeleNav Track.

The TeleNav Track product utilizes real-time GPS tracking, cellular technology and some of the hottest hardware. I'm simultaneously designing experiences on multiple platforms that include Apple's iOS, Android, and BlackBerry OS.

User Experience Designer (Self Employed) at Google

August 2007 - June 2009 (1 year 11 months)

Google's Corporate Engineering team oversees the design and the implementation of many core Google internal applications.

Compensation and bonus planning, hiring process, performance management, career management, Googler search, profile creation and editing, enterprise social apps, and human resource tools such as headcount allocation.

As a User Experience Designer my responsibilities include direct interaction with a team of designers, engineers and testers to ensure adherence to project requirements, while developing designs from concept to implementation.

Senior User Experience & Visual Designer at Momentum Design Lab

February 2007 - July 2007 (6 months)

Momentum Design Lab specializes in user-interaction and visual design. Their clients range from the small web 2.0 start-up to large enterprise teams.

As a Senior User Experience / Visual Designer my responsibilities include direct interaction with the client, managing projects with a team of designers and engineers, ensuring adherence to project requirements, research, develop designs from concept to implementation, and lead design reviews.

1 recommendation available upon request

User Experience & Visual Designer at Ingenuity Systems

December 2004 - February 2007 (2 years 3 months)

At Ingenuity Systems I worked with a small design team to develop next-generation data visualization applications for academic and pharmaceutical clients in the biotechnology space. Our team were primary architects in developing the user experience for Ingenuity's flagship application, Ingenuity Pathways Analysis.

From rough conceptual sketches to final design mock-ups, I visualized and presented abstract user interface and interaction concepts to teams of management, marketing, and engineering personnel.

User Experience & Visual Designer at Google & Successfactors

March 2004 - December 2004 (10 months)

As an independent contractor I worked on short-term projects entailing visual design, user experience and collaboration with implementation engineers.

Web Developer at NASA Ames Research Center

2000 - 2002 (2 years)

I was part of a small team who developed a concept video featuring the PSA robot winning Best of Category from I.D. Magazine in 2000. The same video aired on Discovery Channel's "Inside the Space Station". Graphic stills were published in Newsweek and Popular Science. This exposure allowed the team's work to excite the public imagination and enable continued technological development.

As a sole developer, I managed the entire creative development process for Ames Research Center's Computational Sciences Division and Engineering Division websites.

I designed a commemorative poster for the IVHM program which earned praise and was distributed throughout the NASA agency.

1 recommendation available upon request

Visual Designer & Information Architect at Organic

1998 - 2000 (2 years)

I conceived and designed the graphical user interface for law.com which served as their primary design for over 4 years. Working with a small group of designers and engineers we continued to develop many top-tiered e-commerce experiences for clients such as Target, DaimlerChrysler, Payless, MC Sports and Haystack Toys.

Noted Experience at Multiple Companies

1995 - 1999 (4 years)

The following companies are where I worked during my college years in Chicago, Illinois. The industry experience spans Fine Art, Internet, 3D, and Design.

ArtN Laboratory, Ambrosi Associates, Avid Softimage Inc. - Montreal, Canada, Post Effects, Information Resources Inc., Swell Pictures.

Education

The School of the Art Institute of Chicago

Art & Technology, 1995 - 2000

Portland Community College

General, 1995 - 1996

Moorpark College

General, 1991 - 1994

California Polytechnic State University-San Luis Obispo

Architecture, 1991 - 1991

Activities and Societies: Summer Architecture Program

Honors and Awards

NAAP GO Platinum Contest - Best Design 2004

I.D. Magazine - Best of Category, 2000

The School of the Art Institute of Chicago - Merit Scholarship 1995-2000

Simi Valley Cultural Arts Center - Best of Show 1993

Simi Valley Cultural Arts Center - Best in Category 1993

Arts Council of Conejo Valley - Scholarship 1993

Interests

Professional software interests:

Fireworks, Photoshop, Dreamweaver, Flash, After Effects, Painter, Suitcase, Firebug, Unix command-line.

Other interests:

cycling, gaming, music production, art, future technology and its impact on culture.

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2 people have recommended Michael

"Michael is an amazingly technical individual by nature. He can diagnose/ repair any problem in your system, just by listening to the rhythm of your biscuit fan. A true master with an eye for color, light and rhythm."

— **Michael Morehouse**, *Artist/ Mentor, Ade Lun Sec , Graphics*, worked directly with Michael at Ade Lun Sec Graphics

"Michael is an excellent user-interface designer. He has a good balance of designing from the both human factors and visual design points of views. Michael is very communicative and professional in dealing directly with clients, a trait not often found in the design world."

— **Joe Preston**, *Senior Interface / Visual Designer, Momentum Design Lab*, worked directly with Michael at Momentum Design Lab

[Contact Michael on LinkedIn](#)