

Aaron Brako

Interaction Design | User Experience

I bring an engineering perspective and creative problem-solving approach to create products and experiences people love to use. Persistence, curiosity and an obsessive attention to detail define me. With a background in information systems, experience as a digital designer and developer, and Master's education in HCI and Design, I am competent in all aspects of the design process.

Experience

Webmaster @ University of Washington Sept '14 - Present

Solely responsible for designing and implementing updates to UW's MHCI+D website. Currently working on a complete redesign.

Co-founder @ Pyramid Labs Jan '13 - Aug '14

Responsible for project-management, design, prototyping and front-end development in a team that worked on web and mobile applications for numerous international clients.

Education

Masters, Human-Computer Interaction & Design Sept '14 - Sept '15

University of Washington, Seattle

B.Eng, Information Technology Aug '09 - May '13

University of Mumbai, India

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Skills

Sketching, Wireframing,

UI Design, Interaction Design,

Responsive Web Design,

Rapid Prototyping

Programming

HTML5, CSS3, Javascript,

LESS/SCSS, Compass, Git

PHP, MySql

C++, Java, Processing

Tools

Photoshop, Sketch, InDesign

Omnigraffle, Origami, Pixate

Premiere Pro, After Effects

Selected Projects

Loop (Mixed-Reality Tutorial Platform)

Performed interface design, interaction design and information design, and motion design.

Created numerous prototypes of varying fidelity to test assumptions and concepts.

Conducted primary and secondary research.

PlayaDelCarmen.com (Responsive Website + CMS)

Devised and implemented a responsive strategy and framework to handle dynamic content.

Optimised asset-loading to improve page render speeds and cross browser compatibility

Premera Blue Cross (Website)

Performed brainstorming and sketching

Conducted secondary research and created personas, user flows, scenarios and wireframes

Created high-fidelity screen designs

Created an animated walkthrough of the UI

WinkedIn (Mobile App + Behavioral Prototype)

Performed ideation, sketching and wireframing

Created a mobile app prototype in HTML/CSS/JS

Designed and developed a web-based control panel to manipulate content on the mobile app in real time using webRTC.