

Joshua Bodnar

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Creative and user-focused UX/UI designer with experience in designing engaging interfaces, creating interactive prototypes, and crafting compelling narratives. Knowledgeable in Figma, Adobe Illustrator, and Photoshop.

Supervisor | Uniqlo

May 2024 - Present

Objective

Manage 20+ team to make sure quality and standards of Uniqlo were upheld daily

- Working with a large team to make sure Uniqlo Core values were being shown on the sales floor
- Writing daily feedback to company to help increase sales of items, and new suggestions for items
- Creating new store layouts weekly to help give the customer easiest shopping experience possible
- Constantly keeping track of out of stock items to always have everything we currently have in store available for customers

UX/UI Designer | Tanbii Mobile Game

March 2024 - December 2024

Objective

To help incorporate new narrative themes to the story of the game along with subtle ads without ruining gameplay

- Collaborated with a team of UX designers to develop innovative solutions for improving user engagement within the mobile game.
- Designed and prototyped ad screens to enhance user interaction and optimize information delivery for in-game advertisements.
- Researched and implemented new strategies to improve the presentation of key information, ensuring a more intuitive user experience.
- Created an immersive storyline for the main game, developing compelling characters, dialogue, and storylines that enhanced player engagement.

UX/UI Designer | Honey Due

June 2023 - January 2024

Objective

Create an application that would help users maintain their home appliances with ease

- Worked with a team to develop an app focused on streamlining household maintenance and appliance management.
- Designed a user-friendly interface that allows users to track the status of their appliances efficiently.
- Created intuitive user flows that guide users in resolving issues through DIY solutions or connecting with professionals.
- Conducted usability testing to enhance the overall user experience and ensure accessibility.

Education & Certifications

- **Bachelor of Arts in Graphic Design, Minor in Photography**
San Jose State University | 2018-2020
- **UC Berkeley UX/UI Boot Camp**
2023-2024
- **Elvtr UX/UI for Gaming Course**
2023