Phil Golyshko
Senior UX Designer

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Overview

Senior UX Designer with proven analytical leadership over user-centric focus designs, visual design, production, and wireframing. Adept at natively interfacing with UI designers, technical architects, and clients. Successful at optimizing system processes, reducing technology-related costs, arriving at creative solutions, and remaining current with the latest UX best practices. Exceptionally skilled with the full life-cycle of delivery, including discovery, prototyping, implementation & testing, collecting data & feedback on features.

Achievements

- Participated in TiVo's patent program and currently holds 9 individual patents.
  http://patents.google.com/?inventor=Phil+Golyshko

- Received the 2013 Patent of the Year Award and recognized as Top Filing Contributor for 2013 & 2014

Skills

Task-based:
Visual Design | Wireframing | Production
User Flows | Persona Creation | Prototyping
User Research | Design Systems | Ideation
Data Management | Information Architecture
User Testing | Client & Vendor Management
Basic HTML/CSS | Agile Methodology

Software:
Sketch | Adobe Photoshop | Adobe Illustrator
Axure RP | Zeplin | All Microsoft Suite

Education

Bachelors of Science in Graphic Design

Olivet Nazarene University | Bourbonnais, IL

Professional Experience

TiVo | Golden, CO..*Dec 2008–Present*
Senior UX Production Specialist

- Led and executed the complete UX experience for Passport, including full redesign, implementation of additional features, user and market research, and drawing additional customers

- Solely drove the UX and visual design for the new HD version for iGuide, including personas, innovation sessions, prototyping, testing, iterations, validations, fresh visual design, and production within an agile environment, garnering over 2 million subscribers

- Designed a Sports Guide, Digital First demo, and distinct sets of interactive demos to showcase international metadata at CES, EMEA, and INTX

- Created a grand-scale demo to showcase hyperlocal data around the world; provided the metadata team with a music streaming service demo that has been leveraged in sales meetings/trade shows

- Collaborate closely with other designers, program managers, software engineers, clients, and key stakeholders to achieve desired results for the user application

- Create all visual designs, wireframes, prototypes, flow diagrams, pixel specification and graphic assets for mobile, TV, and web-based interfaces

- Design proof of concept interfaces, international marketing materials, icon catalog creation, channel logo processing, and custom reskin work for several cable operators around the world

- Communicate independent analysis/recommendations on complex issues with technical/non-technical stakeholders into discernable plans

BerylMartin | Griffith, IN *2007–2008*
Production Artist

- Worked with the art and print departments to create high-quality print products/B2B materials in a same-day turnaround

- Served as team copyrighter, design work was focused on branding, web design, and photo retouching

Applied Systems | University Park, IL *2006–2007*
Multimedia Content Designer

- Created online interactive tutorials for complex software

- Managed visual design of department website, created custom tutorial templates, printed material and Flash animations.