BIANA GORELIK

201.450.8422 • bianagorelik@gmail.com • www.linkedin.com/in/biana-gorelik/ • bianagorelik.com

**User Experience Designer**

Talented, passionate, adaptive user experience designer who transforms complex challenges, delivers effective results, and makes a positive impact on users’ lives. Detail-oriented, resourceful individual who possesses superior written, oral, and interpersonal skills. A visionary leader who bridges technology and psychology by speaking to real people and designing effective solutions.

A trained mathematician, analytical, logical, and able problem-solver. Keen to innovate and learn by using innate characteristics of honesty, fairness, perspective, and judgment. Able to keep multiple tasks on track, meet deadlines, and work in a fast-paced, agile environment with like-minded colleagues. Natural coach, counselor, teacher, and interviewer.

Looking for a progressive company that would benefit from my experience and expertise.

**PROFESSIONAL EXPERIENCE**

**TRILOGY EDUCATION | New York, NY May 2019 – present**

**User Research Consultant**

*Founded in 2015, Trilogy Education is a for-profit technology education company that partners with the world's leading universities.*

* As lead researcher, conducted feasibility study for new services.
* Conducted competitor research and analysis.
* Collaborated with Product and Design teams to ensure that product is designed appropriately.

**DOUGLASWARE, LLC. | Hillsdale, NJ** **June 2017 - present**

**UX Design Consultant**

Since 1998, DouglasWare is a leading consulting firm providing solutions. The company develops software and tools with customizable user-friendly interfaces.

**iQuantile (iQuantibly)**

*iQuantile is an impact-driven technology company with a diverse and global team. The company developed iQuantibly as an online management system for nonprofit organizations.*

* Created wireframes and prototypes for iQuantibly. Utilized Adobe Photoshop, and Sketch.
* Designed user experience for account creation and user flow.

**Shaun Hiller Project**

*A resource website for a religious organization.*

* Conducted interviews to understand user needs
* Created multiple iterations of wireframes and prototypes.
* Utilized Adobe Photoshop for icons and images.
* Coded wireframes using HTML/CSS and Javascript

**Our.ly**

*A time-blocking app, Our.ly allows users to time-block their schedules and enables social accountability. Users create social groups and keep track of their friends’ maintaining their schedules.*

* Conducted user interviews, formed insights and persona, created wireframes, and prepared usability testing documentation.
* Created user journey and key wireframes using Sketch and inVision
* Coded wireframes using HTML/CSS and Javascript

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**PLAYERSHARE.GG | New York, NY Mar 2018 – Aug 2018**

**UX Design Consultant**

*An e-sports stock market, PlayerShare allows e-sports fans to invest financially in the performance of professional gamers.*

* Conducted research for e-sports, fantasy sports, finance, cryptocurrency, and blockchain.
* Interviewed users and formed insights from interviews and usability testing.
* Prepared research and usability testing documentation.
* Designed desktop/tablet/mobile wireframes for responsive web design using Sketch and inVision.

**PRIVATE MATH TUTOR Sept 2009 – present**

Tutored students in various math courses from grades 7 – 12 in many subjects including Algebra 1, Algebra 2, and Pre-calculus.

**YESHIVAT NOAM | Paramus, NJ Sept 2017 – June 2018**

**Math Teacher**

*A beneficiary agency of the Jewish Federation of Northern New Jersey, Yeshivat Noam designs and implements social, emotional, academic, and interactive curriculums for each child.*

* Taught math to fifth grade students.
* Used and adapted math curriculum to empower students to be successful.
* Communicated with students to make math more approachable and friendly.
* Taught 80 students without permanent classroom

**MOTT HALL CHARTER SCHOOL | Bronx, NY Sept 2016 – June 2017**

**Math Teacher**

*Opened in 2012, the mission of Mott Hall Charter School is to prepare their scholars in mind, body, and character to succeed in top high schools and colleges.*

* Taught math to eight grade students.
* Created original lesson plans and utilized the math curriculum that included pre-algebra.
* Established positive relationships with fellow teachers, staff, and administration.
* Taught three classes with a total of 90 students
* Raised 80 percent of students’ mathematical proficiency

**EDUCATION & CERTIFICATIONS**

**General Assembly New York, NY**

Front-End Web Development June 2019

User Experience Design Immersive August 2018

**New York University New York, NY**

Major: M.A., Math Education January 2016

**Rutgers University New Brunswick, NJ**

Major: B.A., Mathematics May 2014

**Software/Tools**

HTML/CSS, JavaScript, inVision, Sketch, Adobe Photoshop, Keynote, Google Suite, Mac OS,

Microsoft Office: Word, Excel, PowerPoint

**Core Competencies**

User Research, User Interviews, Contextual Interviews, Sketching, Wireframing, Heuristic Evaluation, Usability Testing, Data Analytics, Research, Leadership