

Hey there, I'm Peter Fiek!

I'm a product designer who believes that knowing your user, purposeful UI+visual design, and converting feedback into progressive iterations are key to a successful human-centered digital experience. Away from the screens, I'm into drums+guitar, taking rec-league sports too seriously, and getting splinters woodworking. Dogs>cats, Coke>Pepsi, Tacos>burritos.

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General Assembly LA / UX Design Bootcamp

Learning Fuze / Front-End Web Development

Gnomon School Of Visual Effects / Motion Graphics

Chapman University / BFA Graphic Design, cum laude

////////// **ACHIEVEMENTS:** AIGA OC Student Awards, CU Purcell Award (highest consistent quality of work in graduating class)



Product Designer @ Experian / Costa Mesa CA 09/17 – present

Building user-centered fintech products as a member of the Strategic Innovation team through concept and storyboarding, user interviews and prototype testing, design iteration, and visual and UI asset creation.

Visual/UI Designer @ Traffik / Irvine CA 04/17 – 09/17

Worked on a range of clients in security, education, and healthcare industries. Responsibilities included site wireframes and hi-fidelity mockups, social media experiences and advertising, misc. production work.

Visual/UI Designer @ Broadcom Corp. / Irvine CA 01/10 – 01/17

Led first in-house Broadcom.com responsive framework + visual update, first brand guidelines, icon library, social media assets and product UI support.

////////// **ACHIEVEMENTS:** President's Award (2015), Departmental Spot Award (2014), three promotions in five years (2011, 2012, 2014).

Freelance Designer @ Peter Fiek Design / Irvine CA 06/08 – 03/10

Clients included: Shimano, Crossgrain Creative, Francoli USA, Nissan.

Jr. Designer @ On The Edge Inc / Newport Beach CA summer 09 + spring 08

Restaurant, corporate and entertainment branding & design.



Sketch, Invision, Adobe Ai, Ps, Id, Ae, Xd, Principle, HTML+CSS.

Some experience with C4D, Figma, Framer, Javascript, Invision Studio.

Collaborative ideation/iteration, wireframes/interactive prototyping, web development collaboration, user testing/interviews, presentation slides.