

# Pete Markiewicz

UX and Design Thinking, Course and Curriculum Design

Los Angeles Metropolitan Area

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<https://linkedin.com/in/pindiespace>

<https://plyojump.com> (portfolio)

<https://sustainablevirtualdesign.wordpress.com> (blog)

<https://www.amazon.com/Pete-Markiewicz/e/B0069VZ7BG> (Amazon author page)

## Top Skills

User Experience

Design Thinking

Interaction Design

Information Architecture Development

## Summary

Background in STEM science (biology).

UX Designer, Web Developer

Course Curriculum Developer

Expert in Xtended Reality (XR), Design, curriculum development.

## Experience

Diamond - Design Thinking and Technology Executive

July 2021 - Present

Evaluate provide input into business models, UX design, UI design, and Information architecture as it applies to Diamond's website, social network, and general online presence.

XR Wizards Lab - Curriculum Development and Student Team Management

September 2020 - Present

Design coursework and course lectures for Los-Angeles college. Focus student learning on UX and Design for XR, introduce coding by degrees.

Educational Insights UX Research Design Thinking, Information Architecture

January 2021 - Present

Develop UX process and Design Thinking for the organization. Conduct user research (card-sorting, web analytics) and analyze results. Redefine Information Architecture for website

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Columbia College Hollywood

3 years 8 months

Helped develop the new GDIM (Graphic Design Interactive Media) program for Columbia College, a combined cinema, VFX, interactive media school. Created courses, wrote and organized course competencies, determined prerequisites, wrote course descriptions and completed syllabus information. Taught course including graphic design, web design, and digital marketing.

## Daymar College

UX Graduate Program Curriculum Development , Daymar College

September 2019 - Present (2 years)

Los Angeles Metropolitan Area

Developing advanced UX, Interaction Design and Prototyping Courses for graduate-level UX education in the "executive weekend" format. Includes UX, UI, Design Foundations, HCI (Human Computer Interaction), prototyping and UX research and testing. Also developing overall program, PLOs, CLOs, student competencies, rubrics, testing.

## Aquent

Aquent/Vitamin Talent UX Independent Interviewer

March 2018 - Present (3 years 6 months)

Greater Los Angeles Area

Conduct Ux and Developer interviews to help designers improve their portfolios. Train and educate hiring managers, and employers in general in Ux and "Design Thinking" to improve their process and organizations.

## Novy Unlimited

Web Design and Developer, WordPress

February 2012 - Present (9 years 7 months)

Santa Monica, CA

Design of game PR website and game client websites, implemented in WordPress. Front-end UX and UI design and editing of new and existing sites. HTML, CSS front-end development of templates. Back-end theme coding in PHP/MySQL. Plugin design, installation and maintenance. SEO work optimizing WordPress for company and game client sites.

ow entertainment

Ux for VR, AR Clickthrough Prototype with Sensors

March 2018 - October 2019 (1 year 8 months)

Los Angeles, California

Developed highly interactive clickthrough prototype employing smartphone sensors (camera, voice, tilt/acceleration) for Virtual Reality ESL Language Learning App. Refined Requirements document, developed onboarding and user interaction, and user flows. Created fully interactive prototype using Protopie (<http://protopie.io>) which accurately simulated "magic window" virtual reality world with branching interactions. Conducted UX tests with target teen ESL students, evaluated results. Developed additional deliverables to help market app prototype concept to investors.

The Ohzone, Inc.

Ux Consultant, Augmented Reality

September 2016 - September 2019 (3 years 1 month)

Los Angeles, CA

Contract work to help develop Ux and Ui for a fashion-related app. Developed Ux strategy, experience user flows, interaction patterns. Advised student interns developing wireframes and comps.

Los Angeles WebVR Virtual Reality Meetup

Virtual Reality Web Meetup, Founder, Chair

November 2016 - August 2019 (2 years 10 months)

<https://www.meetup.com/Los-Angeles-WebVR-Meetup/>

Founded and managed the Los Angeles WebVR meetup, the first group in Los Angeles dedicated to using the WebVR JavaScript API for creating virtual reality in the web browser.

Logix Federal Credit Union

Senior UX Consultant, Corporate Training

March 2019 - June 2019 (4 months)

Greater Los Angeles Area

Created and conducted seminars and hands-on training in Ux, Design Thinking, and Development for multiple divisions of the Logix workforce, including marketing, IT, HR and other groups. Trained employees in Ux and Design Thinking, incorporating Ux into company strategy and process across multiple divisions. Trained in coding and development to help employees understand and work better with development teams.

## World IA Day Los Angeles Org

### World Information Architecture Day 2019 Los Angeles - Featured Panelist

February 2019 - March 2019 (2 months)

Greater Los Angeles Area

Emergent Virtues: Exploring the Qualities that will Shape our Future. dug into the big questions around emerging technologies and what they mean.

VR, AR, and other exponential technologies have the power to alter our connections and reshape our identities, in ways both positive and negative, thrilling and dangerous. It's not a matter of "when." It's already happening.

## Art Institutes

### Instructor, Web Design, Interactive Design, Web Development, Game Ux

March 2001 - March 2019 (18 years 1 month)

Santa Monica, California

Taught Web Design and development students HTML5, CSS3, JavaScript, PHP, MySQL, some NodeJS. Taught Ux and Interaction Design students Design for Mobiles, Basic, Intermediate and Advanced Web design, Information architecture. Helped develop courses, curriculum, online course material for program.

## Indiespace

### Co-Founder, Indiespace

January 1994 - May 2018 (24 years 5 months)

Los Angeles, California

Started in 1994, Indiespace was the first commercial website devoted to independent arts and entertainment, and featured audio and video downloads, online chats, and products for sale. During the 1990s, Indiespace pioneered many of the features of modern websites and social networks, and co-founders Jeannie Novak and Pete Markiewicz were frequent guests on Internet panels, forums, and shows.

In 2001 the company converted to a "new media consultancy", specializing in (1) US generations and New Media, (2) Games, Game PR, and "gamelike" systems in education.

## sustainableux.com

### Sustainable Ux - Speaker on Sustainable Ux Design

January 2016 - January 2018 (2 years 1 month)

## Greater Los Angeles Area

Discussion and live international online seminars for sustainable design in the context of content Management Systems (CMS), also sustainable design in Immersive (VR, AR) media.

## Legend 3D | VR | VFX

WebVR (Virtual Reality) Ux in VR and Developer Consultant  
August 2016 - June 2017 (11 months)

## Greater Los Angeles Area

Analyze VR Strategy and "Ux in VR" strategy for company developing a WebVR (JavaScript) application. Determine features, design and develop needs, WebVR, ReactVR, A-Frame libraries, Primrose VR. Find appropriate VR developer (Seam McBeth of Notion Theory, PrimroseVR framework) and provide basic Project Management for initial development of WebVR application. Run Ux tests on application. Analyze customer experience. Code analysis for maintainability and performance. Everything WebVR!

## USC CTM, US Generations and Pop Culture

Lecturer

2006 - 2011 (5 years)

## Greater Los Angeles Area

US Generations and popular cultures, Millennials, Generation X, Baby Boomers and new technology, Straus and Howe generational models, GenY, Millennials and Pop Culture, Millennials and virtual worlds, Millennials in education (secondary and professional schools).

Co-wrote book on US generations, "Millennials and Pop Culture" with William Strauss and Neil Howe.

See my lecture on YouTube

<http://www.youtube.com/watch?v=qVrYEcGeHWs>

Speaker at Sustainable Ux Conference

<http://sustainableux.com>

Speaker at World Usability Day 2016 via Uxpala

<http://www.meetup.com/UXPALA/events/229498728/>

## Evolvent

Virtual Worlds Research, Evolvent

April 2009 - October 2009 (7 months)

United States

Helped IT company with bid to study the viability of using virtual worlds like Second Life for psychological counseling, virtual meetings for veterans.

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## Education

University of California, Los Angeles

Postdoctoral, Biochemistry and Molecular Biology, Molecular Genetics · (1988 - 1993)

University of Chicago

Doctor of Science PhD., Cell/Cellular and Molecular Biology · (1978 - 1984)