Brian Sekelsky is a designer & developer with 5+ years of experience across user experience, visual design, & frontend development.

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Raleigh, NC (open to relocation)
(608) 576-7347

Education

Master of Graphic & Experience Design
North Carolina State University
Raleigh, NC | Aug 2021 – May 2023
– Tuition covered by National Science Foundation funding
– Faculty Award for Academic Excellence
– GPA: 4.0

Bachelor of Science in Computer Science
University of Wisconsin – Madison
Madison, WI | Aug 2012 – May 2016
– Certificate of Studio Art

Technical Skills

Figma
HTML5
CSS3
Javascript ES14
ThreeJS
After Effects
Illustrator
Photoshop
InDesign
Blender
Angular
Git
Wordpress
WCAG3 Accessibility

Soft Skills

Collaboration
Facilitation
Teaching
Humor

Languages

English (native)
Spanish (beginner)
Swahili (intermediate)

Experience

User Experience Designer | Fidelity Investments
Durham, NC | May 2023 – Present
– Redesigned an enrollment experience, more than doubling our active user base.
– Developed a modular sales demo for our student-debt products, boosting client sign-ups by 80.1%.
– Facilitating design sessions with stakeholders, within Fidelity's emerging products space, to design and build products that help customers manage, pay down, and better understand their student debt.
– Delivering presentations about emerging B2B products to enterprise leadership.
– Creating reusable components and user interface patterns in Figma and delivering them in HTML, CSS, typescript, and Angular.
– Ensuring that every web page and interaction meets WCAG 3 accessibility guidelines.

Adjunct Professor | University of North Carolina
Chapel Hill, NC | Jan 2024 – Dec 2024
– Lead classroom discussions on design, culture, and technology. Planning and syllabus writing for engaging lessons about graphic and experience design.
– Motivated students and assessed their performance.
– Taught students how to use Figma, Adobe software, creative coding tools (Processing), AI, and more.

Graduate Research Assistant | NC State University
Raleigh, NC | Aug 2021 – May 2023
– Worked as a designer and researcher on a National Science Foundation-funded project, Virtual Reality to Improve Students' Understanding of the Extremes of Scale in STEM.
– Designed user flows and assets in Figma, Adobe Illustrator, After Effects, Unity 3D, and Blender.
– Contributed to three published papers as a co-author and one published paper as lead author. Presented that paper at IASDR 2023 in Milan, Italy.

Graphic Designer | National Peace Corps Association
Durham, NC | Nov 2020 – Aug 2021
– Created and managed the organization's web pages with HTML, CSS, and javascript and a CMS (silkstart).
– Analyzed and refined the user experience across the website.
– Designed social media graphics using the Adobe suite.
– Translated stories into visual narratives and created interactive reports, webpages, social media graphics,and more.

Frontend Developer | Lemans Corporation
Madison, WI | Dec 2018 – Aug 2019
– Used javascript, typescript, Angular 2, and HTML/CSS to design and develop components for an e-commerce website within a corporate agile team.

Math and Computer Teacher | Peace Corps
Manyara, Tanzania | Jul 2016 – Oct 2018
– Taught 40 hours per week in combination Swahili/English from the Tanzanian math and Information and Communication Technology (ICT) curriculum to class sizes of up to 75 students.
– Oversaw project design and implementation of a grant giving 40 teachers and more than 1000 students training on sexual health and gender equity. Also all 600 female students received menstrual hygiene kits.
– Improved the school computer lab with a 400% increase in computers, a new projector, and an overhaul to the ICT curriculum through another initative.