

**JUSTIN PONCZEK**  
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## **OBJECTIVE**

I am currently seeking full time job in which I can exercise my creative and analytical skills in the realm of interaction design. From it, I hope to gain development skills and experiential knowledge, as well as valuable relationships.

## **EXPERIENCE**

- June, 2013 – Present: Full time interaction design intern at Snibbe Studio. I designed Scott Snibbe's upcoming project.
- June, 2012 – September, 2012: Full time design consultant at LearnStreet, a website dedicated to teaching people the fundamentals of programming. I designed various pages and coding projects.
- February, 2011 – Present: Cofounder and Chief Design Officer of thefingo.com. Work includes designing the visuals, motion, and interaction flow of the website, as well marketing materials.
- January, 2009 – 2011: Part time Staff Graphic Designer for Florida State University Marketing and Communications Department. Worked specifically on projects such as Callaway Gardens Logo, Crenshaw Lanes wall design, and Oglesby Union Catalog.
- Staff Illustrator and designer for award winning High School newspaper, *The Courier*
- May, 2009: T-Shirt Chairman/ Designer for Phi Sigma Kappa Fraternity. Responsibilities included conceptualization and creation of T-shirt designs for fraternity events.
- June, 2009 – August, 2009: Part-time graphic design internship for Life Publications, specifically Parkland Life Magazine. Responsibilities included assisting Staff Graphic Designer in ad conceptualization, creation, and placement.
- September, 2008 – January, 2009: Freshman Internship as graphic designer for Florida State University Marketing and Communications Department. Gained graphic design experience by assisting the Director of the Marketing and Communications office at the Oglesby Union with various promotional creative pieces.
- September 2006 – 2008: Illustrator for Stoneman Douglas newspaper, *The Courier*

## **EDUCATION**

- Proficiency in Adobe Illustrator, Photoshop, InDesign, Fireworks, HTML, CSS, Javascript, C++, Processing, Arduino, Cinema 4D, Unity, Logic Pro, Adobe Premiere, and traditional art forms such as painting and drawing.
- Attending California College of the Arts, majoring in Interaction Design
- Attended Florida State University, majored in Graphic Design
- Graduated Marjory Stoneman Douglas High School May, 2008

## **ACHIEVEMENTS**

- 2011 First Place Winner of Kudzu (Florida State University literary magazine) Review Art Contest: Artwork appeared in April, 2011 issue
- Obtained Gold (academic achievement) and Silver (community service) cords upon graduating High School in 2008
- 2007 Sun Sentinel High School Journalism Awards: 1<sup>st</sup> place- Cartoons/ Illustrations, Layouts/ Design, Headline, Editorial Writer, Entertainment Section, News Section, and tied first place for Best Overall
- May, 2007 Mu Alpha Theta Award
- 2006-2007 Member of the National Art Honors Society
- 2006 portrait artist at Stoneman Douglas Festival of the Arts
- 2005 Grand Prize Winner of "Pepsi Scene" Spring Art Contest
- 2004 Award for Exceptional Achievement in Drawing