Linas Staniukynas

UX Designer

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I am driven by an infinite curiosity about human behaviour. The best feelings are the "Aha!" moment when you discover a key insight from working with people.

As well as design, I love growing (as an individual and with my plants!), learning about psychology and gamification.

My work is rooted in identifying what the issues are by empathising with people and using my design skillset as a tool to improve their wellbeing.

Experience

User Testing / Research Lead

Drop - Dublin, Ireland

Jan 2019 - Sep 2019

- Gathered data and updated existing personas which gave the company a better understanding of their target audience.

- Built a flexible IoT App usability testing lab in which teams tested prototypes before pushing them for development or launch.

- Collaboratively wrote testing scripts, facilitated and moderated biweekly usability tests, helping foster transparency and a habit of routinely testing new features into the company.

- Pushed to learn how to carry out participant recruitment for testing, relieving work load off the marketing team.

- Gathered testing findings into a report which helped greatly influence product decisions.

UX Design Intern

Graphic Mint - Dublin, Ireland

Sep 2018 - Dec 2018

- Worked with senior designers in a fast paced environment to create wireframes and prototypes for clients.

- Created illustrations for blog articles aided by reviews and feedback from peers and co-founders. Created illustrations for blog posts which were essential for SEO traffic to the agency website.

- Participated in product strategy workshops, digitized outcomes created personas, lean UX canvas, and collaboratively made service blueprints. Enabling clients to see their whole service infrastructure at a glance.

- Set up the testing lab, equipment, and testing devices for usability tests, helping facilitate fluid experiences for both the participants and colleagues.

Education

NCAD DUBLIN
National College of Art and Design
A Recognised College of University College Dublin

Interaction Design BA First Class Honours

National College of Art & Design

2016 - 2020

Learned the fundamental approaches, methods and tools related to the design of digital products, experiences, systems and services with a focus on users and context of use.

The course is studio-based with lectures, seminars, workshops and independent and group projects. Working in a studio environment helped foster collaborative and peer-to-peer learning.

Projects & Achievements

National College of Art & Design

Design Student of The Year Winner - 2020

Grace

Designed a dynamic AI-powered database of services for isolated older people.

Royal Society of Arts SDA Highly Commended Prize Winner

Design and Art Direction Awards Finalist

Vesper

Designed a sensory pillow and companion app for children with ASD.

Artsthread Interaction Design Judges Vote Winner

Skills

UX	Tools	Coding
Rapid prototyping	Adobe Creative Cloud	HTML5
Usability testing	Figma	CSS3
User Research	Adobe XD	Javascript
User-Centered Design	Sketch	Arduino
	Invision	

References will be happily provided upon request.