

ANDY MIKULSKI

INTERACTION DESIGN + DEVELOPMENT

ANDYMIKULSKI.COM
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A creative engineer who loves combining intuitive design with inventive problem-solving to deliver unique interactive experiences.

SKILLS

JavaScript	Unity 5	User Story Mapping
A-Frame	C#	Algorithm Design
React, Vue	Game Design	Physical Computing
UX Design	3D Modeling + Animation	Motion Graphics, Video Editing
Wireframe + UI Design	QA, Performance Testing	Test Development (Unit, E2E)
Network Programming	Graphics Programming	Database Design

EXPERIENCE

Mozilla Corporation NOV 2016 – Now

Front-End Engineer – Experiments Engineering, Product Delivery

Developed tools and web interfaces for managing SHIELD studies and experiments. Worked with the internal Design System team to create React library implementing Photon, the Firefox design language.

Freelance Web Developer SEPT 2015 – NOV 2016

Independently created web experiences for advertisement agencies, start ups, and other clients. Project tech stacks included React + Redux, Backbone, and TypeScript.

Mondo Robot FEB 2015 – SEPT 2015

Developer

Lead front-end of Rails/Sitecore projects, utilizing Ruby, Sass, Angular, and CoffeeScript. Focused on integrating motion into designs and provided UX feedback where possible.

Firstborn JUNE 2013 – JUNE 2014

HTML Developer

Crispin Porter + Bogusky JUNE 2012 – AUG 2012

Interactive Developer – Intern

EDUCATION

Rochester Institute of Technology AUG 2008 – FEB 2013

BFA New Media Design & Imaging

CONFERRED MAY 2013

REFERENCES

Available upon request.