

Mano Frigyes Barkovics

Informatics student, digital product designer, and content strategist

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Employment

Alaska Airlines

Product Design Intern | Jun 2017 – Aug 2017

Collaborated with the design and research team to create comprehensive products for the Alaska Airlines responsive booking site and mobile application, producing deliverables such as wireframes, user flows, prototypes, and final production assets, to create an airline people love. Spearheaded designs for Check-Out, Ads, and Loyalty Value Stream's to drive the minimum-viable product through ideations and iterations. Created seat-maps, gamification, Digital Style Guides Library, Design Systems, and VR/AR Experiences.

UW Information School: INFO 466 & 467

Undergraduate Teaching Assistant | Sep 2016 – Present

Teaching immersive technologies and approaches to analyzing, designing, and building immersive worlds utilizing game theory, 3D interactive design, environments, and theories. Collaborating with 40 scholars in class and design workshops to teach techniques contributing to 3D information architecture, and community-based environments for education, and business.

Leadership

Virtual Reality Association

Founder, President | Sep 2016 – Present

Leading the largest Extended Reality student-run organization in the Pacific Northwest, based at UW. VRA organization is a multi-disciplinary community of scholars at UW involved in exploring, learning, and creating VR/AR/MR experiences, while increasing awareness and accessibility across campus.

Informatics Undergraduate Association

Vice President | Feb 2018 – Present

Providing official channels for communication between the Informatics undergraduate student body and the faculty and administration of the Information School. Planning social, educational, and professional activities. Providing members with tools to help them in their undergraduate studies and beyond, as well as to foster a greater sense of community.

Skills

UI/UX Design, Rapid Prototyping, Branding + Identity, Content Strategy, Information Architecture, Wireframing, Virtual + Interaction Design, User Research + Testing, Field Study, Competitive Analysis, and Content Audit + Matrix + Inventory

Tools

Desing – Sketch, Illustrator, Photoshop, InVision, InDesign, Principle, Origami, Figma, Flinto, Zeplin, and Framer
Development – HTML, CSS, JavaScript, React, Java, R, LSL, and Unity
Languages – Native in Hungarian, Fluent in English, and Proficient in German

Education

University of Washington

Undergraduate | Sep 2014 – Jun 2019

Bachelor of Science in Informatics
Human-Computer Interaction, Information Architecture, and Visual Design.

Completed Coursework:

Mobile Application Design, Visual Information Design, Rapid Prototyping, Virtual Interface Design, Design Thinking, Advanced UI/UX Design, Content Strategy, User Experience and Information Architecture, Front-end Web Development, Immersive Information Environments, Computer Programming.

Experience

SpaceX Infographic

Visual Designer | Mar 2017 – Jun 2017

Creating a visualized infographic featuring paramount phases that encapsulates the foundations, current progress, and future SpaceX endeavors. Highlights statistical and visual facts about key elements; Process of Manufacturing, Capabilities, Services, and Falcon Launches.

NebulaOS

Operating System Designer | Mar 2017 – Jun 2017

Designed a new mobile experience from the ground up, only starting with wildest ideas and come up with creative ways that the public never seen before. It begins with understanding design language, then how gestures/haptics improve the experience, designing a mobile user interface framework, and prototype applications that will live on the mobile platform.

OceanGate

Project Manager, Creative Director | Jan 2016 – Sep 2016

Simulated submersible training and expeditions in a Virtual Environment. Demonstrated how immersive experiences can be used to educate, train, and inspire people about real-world implementations, and their applications. Presented at Oceans'16 Conference, and featured in 5 media sites.

Awards

Annual Dean's List: 2014 – 2017

Best Application & Implementation:
INFO 360 Design Thinking 2016

IEEE XR Design Panelist:
Oceans'16 Conference 2016