





JOHN PRZYBORSKI

Developer + UX Designer + Problem Solver

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I'm a **mobile developer** and **UX designer** whose passion is crafting technologies that solve problems to make life better.

TOOLS

Xcode
Instruments
Xamarin Studio
Adobe Creative Cloud
Final Cut
Motion
Shake
Balsamiq
Axure
Blender

LANGUAGES

Objective-C
Swift
C#
C
Javascript
HTML
CSS
Assembly

RELEVANT EXPERIENCE

LoyalTree Rewards

Lead Mobile Design Engineer, *February 2015 – Present*

Helping LoyalTree build a customizable and scalable white-label mobile application. Our white-label applications are configurable by retailer clients so they are best able to connect with customers and reward patronage.

John Przyborski Software

Developer, *2012 – Present*

Designing and developing mobile and embedded applications that address real needs in varying environments. My work is helping baseball players analyze/share their swing mechanics and is also extending the capabilities of filmmakers.

TeleTracking Technologies – MHCI Capstone

Project Manager / Co-Tech Lead, *January 2014 – August 2014*

Developed a mobile application to give peace of mind and mobility to families waiting for loved ones in surgery by creatively utilizing user research methodologies and iterative design processes.

Carnegie Mellon University

Producer / Designer / Developer, *2004 – 2015*

Lead the creation of central marketing's digital production (DigiPro) team. The DigiPro team creates video and interactive media that helps the university achieve its strategic goals. Projects included award-winning videos, web applications, and the official CMU iOS app.

EDUCATION

Carnegie Mellon University – Pittsburgh, PA

Master of Human-Computer Interaction, Class of 2014
GPA: 4.12

Allegheny College – Meadville, PA

Bachelor of Physics, Minor in Economics, Class of 2004
Magna Cum Laude, Senior Thesis Honors, GPA: 3.68