

ERIC SINKOVITS

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PROFILE

Innovative, results-driven **Product Designer** with extensive experience contributing to all phases of game, mobile app, and website design. Create high quality visual content to meet client needs and preferences. Dynamic team member and leader who displays comprehensive understanding of current design trends and a keen eye for detail. Leverage excellent communication skills to collaborate with team members.

KEY SKILLS SUMMARY

Core Competencies: 2D and 3D Animation | UX/UI | Web Design | Game Design | Prototyping | Story Boards | Character Design | Augmented Reality | Data Science

Technology Skills: HTML/CSS | Javascript | Python | C# | Sketch | Figma | WordPress | Avada | Blender | Unity 3D | Adobe Creative Suite | Bit Bucket | GIT | Jupyter Notebook

PROFESSIONAL EXPERIENCE

R4 TECHNOLOGIES | Ridgefield, CT

Jan 2022 – Present

Creative Designer

- Responsible for the frontend UI/UX in the XEM Big Data Portal.
- Maintained the client facing company website as well as provided imagery for the sales team.

CONTRACTOR | Lexington KY

April 2020 – Jan 2022

UX/UI Designer / Game Designer

- Designed the next iteration of the r4 technologies XEM big data management system. Creating product demos and style guides in Figma.
- Created mobile games in Unity and published them on the Google Play app store.
- Put together marketing materials for Greenburg Law.

R4 TECHNOLOGIES | Stamford, CT

Feb 2013 – April 2020

Implementation Lead, Interactive Designer, Front End UI/UX Designer, Prototype Designer, Game Designer

- Managed three-member team in implementing UI/UX for the R4 portal big data system, based on client specifications. Clients such as Egon Zehnder, Stanley Black and Decker, Nestle, and Diageo.
- Created front-end UI designs for the R4 portal, from high fidelity concepts to production HTML/CSS.
- Designed product prototypes from concept to working demo, using 2D and 3D animation, website design (HTML/CSS layouts), Flash ActionScript programming (AS2/AS3), and mobile app design.
- Created augmented reality product demos and games in Unity 3D for mobile devices.

- Developed game assets in Blender 3D for use in Unity 3D. Streamlined our process when getting assets into the game.
- Established a code base in flash which allow for quick prototyping of app UI targeting mobile or table.
- Added the ability to for the R4portal to support multiple themes and color; which helped the company to land clients which required specific design standards.

WALKER DIGITAL | Stamford, CT

Jul 2007 – Nov 2012

Prototype Designer, Interactive Designer, UI/UX Designer, Game Designer

- Designed artwork and promotional brochures/materials for games and websites, such as Guaranteed Play Video Poker, Yappr.com, and TEDMED mobile app.
- Created product prototypes for Cellphone Postcards, Group Play for New York Lottery Mega Millions, and foodtweeks, utilizing 2D/3D animation, website design (HTML/CSS layouts), Flash ActionScript programming (AS2/AS3), and mobile app design.
- Assisted with UI/game design for Perfect Pay Table Network, currently in use at casino in Genting, Macau which I hear is still a large part of the company to this day.
- Adopted new technology, software, and techniques to solve problems and increase productivity.

TLC INDUSTRIES | Schaumburg, IL

Mar 2005 – Jul 2007

Prototype Designer, Game Designer, 3D Designer

- Created artwork, 2D/3D assets, and game layouts for various arcade, web-based online multi-user, and redemption games, including PowerShot Pool 2006, PowerShot Live, and Texas Fold'em.
- Designed 3D prototypes and promotional materials for virtual relaxation system chair.
- Developed arcade cabinet mockups and product prototypes using Autodesk 3ds Max. Created arcade cabinet designs in 3DS Max for AutoCAD and printed cabinet artwork.

EDUCATION

UNIVERSITY OF TEXAS AT AUSTIN McCOMBS SCHOOL OF BUSINESS | AUSTIN, TX 2022

Post Graduate Program in Data Science and Business Analytics

ILLINOIS INSTITUTE OF ART | Schaumburg, IL 2005

Bachelor of Fine Arts in Game Art and Design

- Served as Teaching Assistant in 3D Animation for a semester.

NORTHERN ILLINOIS UNIVERSITY | Dekalb, IL 2001

Bachelor of Science in Physics

McHENRY COUNTY COLLEGE | Crystal Lake, IL 1999

Associate of Science in Physics