

CARL JAMILKOWSKI

DevX | Media IxD | ML | Multimodal Design

Portfolio okcarl.com

Know me better at



Employment

2015 – Present

Head of Product

TheTake

Creating shoppable interfaces that interact with video content: mobile/web/TV. Led initial release in all 2020 LG smart TVs (>20MM); created and executed roadmap for updates and future releases with alignment across engineering/UX/marketing/biz-dev: 2020, now also 2019 and 2021 models. Facilitated dev API integrations and ensured UI guidelines for partners (Bravo, E!, Hallmark, Golf Channel, TNT, Globo, and more). Ran successful internal trial of hi-fi prototypes for partner (~1000 users). Collab with biz dev to produce demos and visuals for sales pitches. Tested, designed, and optimized for global audience engagement + click-through. Created standard for shoppable voice interface.

2014 – 2015

Co-Founder

Jastr, Inc.

Engaged/pitched investors, managed employees, planned product dev milestones and costs. Designed UX for mobile product (research, compete, surveys, personas, wireframes, mockups, user stories, info arch) developed mobile software + hardware prototypes

2006 – 2012

Developer Experience

Microsoft

Shipped 7 versions of Windows. Designed + built dev experience for Win8; evangelized framework to internal developers; aligned R&D with servicing org. Introduced agile and scrum to traditionally waterfall Windows teams for use on internal projects. Vendor and resource management. Addressed several high profile security issues, exceeding release to market goals with no known regressions.

2002 – 2005

Project Manager

Duce Construction Company/Wilbur Heights LLC

Fuel ethanol startup. Performed market research, facilities/resource planning, industry engagement

Education

2012 – 2014

Master of Professional Studies

New York University - Interactive Telecommunications Program

Coursework in experience design, interactive installations, mobile dev, community dev, wearables, collaborative UX, visual design, quantified self

Bachelor of Science in Mechanical Engineering

University of Illinois at Urbana-Champaign

Special Coursework: MEMS, nuclear eng., biomechanics, homeland security & threat modeling, biomimetic robotics

Research Assistant: self-healing composites; researched testing techniques, created test samples

Activities: ASME-Exec Board, Webmaster, Ford partnership; Jerry Sanders Robotics Competition

Accomplishments

Microsoft Research Faculty Summit (2013) Design Expo, won Best System Design

Controlled human body over internet (2013), appeared on Yahoo! Homepage

1st place, DoSomething.org Hackathon. Finalist in Decoded Fashion Hackathon

About Me

Product guy with firm grounding in software dev, UX, design, and general engineering. I create APIs, shoppable media integrations, novel HCI, and prototypes. I like to make cool things and seek a creative outlet in my work. American citizen, comfortable with both Windows and OSX.

Availability: full-time; open to relocation and travel

Skills

Photoshop	● ● ● ● ○
Illustrator	● ● ● ○ ○
Zumba	● ● ● ● ○
InDesign	● ● ● ○ ○
Premiere Pro	● ● ● ● ○
Sketch	● ● ● ● ○
Figma	● ● ● ● ○
Software prototyping	● ● ● ● ●
Hardware prototyping	● ● ● ○ ○
Paper prototyping	● ● ● ● ●
Logo design/branding	● ● ● ● ○
Wireframing	● ● ● ● ○
A/B Testing	● ● ● ● ●
Research	● ● ● ● ●
Jira + Confluence	● ● ● ○ ○
Arduino	● ● ● ○ ○
Molecular gastronomy	● ● ● ○ ○
openFrameworks	● ● ○ ○ ○
OpenCV	● ● ○ ○ ○
JavaScript	● ● ● ● ○
HTML5/ CSS3	● ● ● ● ●
PHP/MySQL	● ● ● ○ ○
C#/Java	● ● ● ● ○
Python	● ● ○ ○ ○
Mixology	● ● ● ● ○