

Mano F. Barkovics



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[LinkedIn](#)

Senior UX Designer with 9+ years of experience.
I solve user needs, educate, and fly planes.

Employment

Amazon

Senior UX Designer | 2018 – Present

Spearheading the vision and creation of the new product page for subscriptions on Amazon, contributing to over 25% increase in subscription sign-ups and over 4 million in total subscription sign-ups in 2023. Responsible for identifying customer pain-points, defining product strategy, conducting usability studies, leading design sprints, and creating intuitive solutions to address customer needs. I often present my work to Directors and Senior Leadership to ensure alignment. Designed a new Bundle CX on Detail Pages that launched in over 20 marketplaces. I also teach accessibility training since 2020, helping over 500 colleagues learn how to create products that provide the same experience for everyone regardless of their ability or condition. Interviewed and trained 18 UX Designers and mentored 42 interns.

General Assembly

Instructional Associate – UX Design | 2020 – 2022

Instructed 95 students how to utilize fundamental UX Design Thinking techniques and tools to design products that are equal parts useful, functional, and delightful, resulting in a 100% graduation rate. Focused on theoretical frameworks and practical applications to help students in GA's UX Design course develop a portfolio project of their choosing while giving expert feedback along the way. Facilitated a safe, supportive, and energetic community that welcomed the various needs and learning styles of our students.

Alaska Airlines

Product Design Intern | 2017

Designed the vision for the E-Commerce booking site and mobile app during the Alaska Airlines and Virgin America merging process. Delivered intuitive wireframes, user flows, and gamification prototypes to elevate the airline people love. Created designs for the checkout flow, account page, and responsive seat maps to drive the minimum-viable product via ideations and iterations. Contributed to over 20 million customers utilizing seat map alerts. As an intern, I also worked on design systems, gamified rewards, redeeming airline mile points, and VR seat selection experience.

Skills

UX UI Design / Multi-fidelity Prototype / Product Strategy / Storytelling / Information Architecture / Wireframe / User Research / Virtual + Interaction Design / Accessibility / Qualitative and Quantitative User Testing / Competitive Analysis / Teaching / Leadership / Taxonomy / Aviation

Tools

Design – Figma / Sketch / Illustrator / UserTesting / Photoshop / InDesign / Ajax / FigJam / Miro / Adobe XD
Development – Proficient in HTML and CSS / JavaScript / Java / R / Unity
Languages – Fluent in English / Fluent in Hungarian / Intermediate in German / Beginner in Japanese

Achievements

Amazon – Received annual Leadership Principle award / Certified accessibility and inclusivity instructor, led 11 trainings
Accessible VR/AR – Raised \$125,756 equipment for UW students / Built UW's State-of-the-Art eSports Arena / Hosted one of the largest event in Seattle
UW IUGA – Vice President in 2018

Education

University of Washington

Bachelor of Science (B.S.) in Informatics

Specialized in Human-Computer Interaction (HCI), Information Architecture (IA), Applied Extended Reality, Visual Design, and Interaction Design

Leadership

Extended Reality Association (XRA)

Founder, President | 2016 – 2019

Founded and led the first and largest on-campus Virtual/Augmented/Mixed Reality organization at University of Washington, growing it to over 500 members. Extended Reality Association (XRA) is a multi-disciplinary community of scholars at UW involved in exploring, learning, and creating VR/AR/MR experiences, while increasing its awareness and accessibility across campus.

Experience

University of Washington

UX Mentor for Information School | 2021 – Present

I mentor UW students each year who are passionate about UX through the iMentorship program, offering insights and guidance to kickstart their career and professional network. My role involves sharing best practices on portfolios, conducting mock interviews, and strengthening their design thinking process to help them grow and achieve their goals.

UW Information School: INFO 466 & 467

Instructional Associate | 2015 – 2018

Taught UX Design, product strategy, and immersive technologies to help students research, analyze, and build virtual and augmented worlds by utilizing game theory and 3D interactive environments. Instructed over 120 students with 100% graduation rate in techniques contributing to community-based environments for education and business.