Dr. Pete Markiewicz

Teacher, Designer, Developer, Startup Strategy. 1994-Present

UX

Strategy

Design	Web Graphic, App and Interactive Design 22yr.
Programming	Teaching, Curriculum Development 22yr.
Teaching	Virtual Augmented Mixed Reality 6yr.
Millennials	Generational Theory, Strategy 13yr.
Biology	Life Science Foundations 30yr.

HYBRIDS
TEACH AND DO

Dev	https://github.com/pindiespace
Design	https://www.plyojump.com/ux.html
Teaching	https://www.plyojump.com/teaching.html
Blogs	https://www.plyojump.com/blogs.html
About	https://www.plyojump.com/about.html
Theory	http://sustainablevirtualdesign.wordpress.com

Design/Dev

VR, AR, MR, XR

Curriculum Dev

Millennials

Writing

Linkedin: http://linkedin.com/pindiespace
Github: http://github.com/pindiespace

CONSULT

**Hussian,
LACC
Columbia College**
2001-*Present*

Web, Interactive, VR Design, Program and Curriculum Development

Developed complete programs for colleges incorporating 'new' media - web and interactive design, Virtual, Augmented and Mixed Reality.

Fund. Web Design	Intermediate Web Design	Information Architecture
Advanced Web Design	Interaction Design	Design for Mobile
E-Commerce Site Design	Mobile and Social Game Design	Mobile Game Design
VR, AR, MR	UX - Prototyping	UX - Project Development

Fund. Web Programming	Intermediate Programming	Client-Side Programming
OOP Programming	Server-Side Programming	Database Concepts
Content Management Systems (CMS)		WordPress
Learning Managent Systems (LMS)		Canvas

**XR Wizards
Lab**
2018-*Present*

Consulting, heuristic tests, design concepts, mockups, applications, interaction design, usability tests for virtual and augmented reality applications.

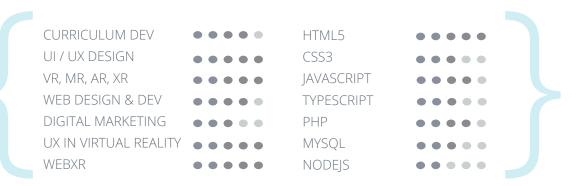|	
Lost Garden	Destination Crenshaw
CogniXR Health	LLA (Language Learning App)

EI
2020

UX and Interaction Design, Educational Insights
Build UX and Design thinking. UX consulting for website. Analytics, UX Research, interaction design.

Experience Design   Interaction Design

TECH SKILLS

CURRICULUM DEV   ● ● ● ● ●   HTML5   ● ● ● ● ●
UI / UX DESIGN   ● ● ● ● ●   CSS3   ● ● ● ● ●
VR, MR, AR, XR   ● ● ● ● ●   JAVASCRIPT   ● ● ● ● ●
WEB DESIGN & DEV   ● ● ● ● ●   TYPESCRIPT   ● ● ● ● ●
DIGITAL MARKETING   ● ● ● ● ●   PHP   ● ● ● ● ●
UX IN VIRTUAL REALITY ● ● ● ● ●   MYSQL   ● ● ● ● ●
WEBXR   ● ● ● ● ●   NODEJS   ● ● ● ● ●

CLIENTS

Various
2018-*Present*

UX in XR (VR, AR, MR, XR) through XR Wizards Lab
Consult on implementation of XR applications, programs, training, design, development at colleges and companies. UX design for XR, Interaction Design training, testing, research, usabilitiy studies, course and curriculum development

Logix
2019-*Present*

Corporate Training, UX and Design Thinking
Cross-department Ux training for a major credit union, to help implement UX. Customer-centric strategy and Design Thinking. Trained multiple departments via mult-day seminars and work shops in UX and Design Thinking.

Various
2016-*Present*

UX Research and Design through Plyojump
Strategy for developing standard and immersive media applications via the UX process. Re search (interviews, card-sorts), Interaction Design, Wireframes, prototypes. Usability Testing. Front-end and back-end coding. Clients include AQuity Solutions, Diamond LLC, LegendVR,

Novy Utd.
2006-*Present*

SEO, Programming, Digital Marketing
Analyze, design, and program for a set of clients in the games and apps industry. Develop SEO, SEM, Digital Marketing strategies for clients. Created WordPress plugins

Evolvent
2006

Virtual World and VR Consultant
Strategy consultant for US government contractor developing models for PTSD treatment of veterans within virtual and augmented reality (Second Life).

OW! Entert.
2006-*present*

Virtual World & VR Research and Business Models
Developed business strategy, business model and formal business plan for virtual reality company seeking investment. Research into virtual worlds, Virtual and Augmented Reality. Investigate WebVR for browser-based Virtual Reality.

STARTUP

Indiespace
1994-*Present*

The First Web-Based Arts & Entertainment Company
Co-founded with entrepeuner Jeannie Novak in 1994. The first web-based company to   promote and sell independently-produced music, film, entertainment properties, create standalone web presence for Arts & Entertainment industry.

03.1994	Launch online
04.1994	Daily Variety
05.1994	First CD Sale via the Web
07.1994	CNN
07.1994	Entertainment Weekly
01.1995	First Web Hosting company for arts & entertainment
03.1995	Secure sales via customer e-commerce package
01.1995	Consult, create strategy & websites and hosting for record labels, film, other
02.1996	Proto blogging
03.1998	Initial Investment
01.2002	Conversion from direct sales to consulting
01.2009	Game PR emphasis

SEMINARS

WAID
2019

World IA Day Speaker Panel: Emergent Qualities (VR/AR)
Speaker on panel for Emerging technologies - VR, AR, MR, XR. The role of design in ensuring that immersive technologies ensure both freedom and safety for users.

WEBVR
2016-present

Los Angeles WebVR Meetup
Organizer and primary speaker for meetup.com group dedicated to web-based solutions to virtual reality (VR), augmented reality (AR) and mixed reality via the WebVR JavaScript API.

USC
2008-*2012*

CTM Millennials and Technology Workshops
Trained executives and graduates in the features of the "Millennial" generation (born 1982-2002) according to the Strauss & Howe generational model. Focus on the integration of the newest US generation into business and work environments. Executive Leadership Program (ELP), Advanced Management Program (AMP).

CAL POLY
2012

Millennials as Students, Citizens, and Employees
Seminar for young business leaders on the impact of the Millennial generation on the workforce and business.

EDMC
2007-2014

Millennials in Education (Art Institutes)
Seminars for Ai faculty and staff detailing the likely impact of Millennials in education, teaching styles, careers, and management.

DM WIRE
2007

Digital Media Wire Panel on Millennials
Seminar for young business leaders on the impact of the Millennial generation.

CV - PUBLICATIONS

MILLENNIALS

Books

2004

Millennials and the Pop Culture (2004)
Strategies for a new generation of consumers. Describes features of the Millennial Generation and their likely adoption of technology between 2004-2024.

Articles

2003-*Present*

Who's Filling GenY's Shoes (2003)

Brandchannel August 2003

http://www.brandchannel.com/features_effect.asp?pf_id=156

INTERACTIVE

Blogs

2008-*Present*

Design and Development

Sustainable Virtual Design (a sustainability theory for the web and interactive media), http://sustainablevirtualdesign.wordpress.com
XR Game Wizards Blog (virtual, augmented, mixed reality)
OW! Virtual Reality Blog (virtual reality and worlds-based storytelling)

Books

2016

Sustainable WebDesign (primary author Tim Frick)
Wiley. ISBN: 0471294098. 368p. /support, content, interviews, editorial review.

1998

Webdeveloper.com Guide to Producing Live Webcasts (1998)

Wiley. ISBN: 0471294098. 368p. /w Jeannie Novak

1997

Internet World Guide to Maintaining & Updating Dynamic Sites (1997)

Wiley. ISBN: 0-471-24273-X. 365p. /w Jeannie Novak

1996

Creating Internet Entertainment: A Complete Guide For Web Developers and Entertainment Professionals (1996).

Articles

2013

10 Tips for Sustainable Web Design (2011)
InspriedM website, P. Markiewicz

2012

Save the Planet through Sustainable Web Design (2011)
Creative Bloq Online, P. Markiewicz

1994-1996

Dawn of the Web

Cyberlaw. California Lawyers for the Arts Proceedings. Novak, J., and Markiewicz, P. **Setting Up Shop**: The Kaleidospace Experience (1995), Internet World Magazine. Novak, J, and Markeiwicz, P. iMpulse Magazine, **The Music Industry Goes Online** (December 1994), **Transactions over the Net** (January 1995), The Net as an Entertainment Medium in Its Own Right (April 1995), Using the Web for the Entertainment Industry (1994), Novak, J, and markiewicz, P.

ACCOMPLISHMENTS

TIMELINE

2021 — **Corporate Design and Training in UX, Design Thinking, VR/AR**
Developed software, documentation, blogs, training, seminars, and "UX inVR"
analysis for WebVR/XR JavaScript API enabling VR, AR, Mixed reality in web browsers.

2016 — **Freelance UX**
UX research, audience definition, interaction design, Ui development, prototyping.
Created functional prototypes for augmented and virtual reality applications in educational and
fashion industry.

2011 — **Sustainable Web Design Theory**
Developed theory of sustainability for the web, using sustainability models from
architecture and industrial design Collaborated with MightyBytes and Tim Frick.

2010 — **Web and Graphic Design Program**
Curriculum Development for Art Institutes GWDA program.

2008 — **Millennials RedUX**
Develop Millennial theory to include adoption of virtual worlds, virtual reality,
behavior in the workplace.

2006 — **DARPA Grand (Robotics) Challenge.**
Managed development of self-driving car, and entry in DARPA contest. Team got
to the second of three selection rounds.

2004 — **Interactive Design Program**
Curriculum Development for Art Institutes WDIM program.

2002 — **Indiespace**
Shift Indiespace from Services to Consulting in web tech and generation analysis.

1998 — **Webmaster, Santa Monica College**
Redesigned and developed main campus website. Create faculty intranet with
personal home pages.

1994 — **Kaleidospace** (later Indiespace)
Depart for the Internet. Co-Found Indiespace (Kaleidospace) with Jeannie
Novak, the first arts and entertainment website featuring sales and downloads on the
"World Wide Web."

EDUCATION

Doctorate
1978-1984 — **University of Chicago, Molecular and Cell Biology**
Work in DNA and Protein engineering, evolutionary biology of high-temperature micro-or
ganisms, publications in top science journals including Science (see ResearchGate)

Undergraduate
1974-1978 — **Loyola University New Orleans, Biology**

References on Request.