

BENNETT HUSZ

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SUMMARY

I am a detail-oriented, thoughtful user experience student at MSOE with internship and Artificial Intelligence experience. I am also currently pursuing a minor in psychology to better understand the human mind that I will be designing for. I believe that my AI and psychology understanding helps me to stand out and excel in the field of user experience.

RELEVANT WORK EXPERIENCE

UX/UI Intern

Responsive, LLC | MI (Remote) May 2024 – August 2024

Individual and collaborative work, Figma & Slack, marketing, UI design, UX design.

Annotator

DataAnnotation Tech | NY (Remote) January 2026 – Present

LLM training, attention to detail, LLM response analysis, AI understanding.

PROJECT EXPERIENCE

Designing Multiple 9-part Instagram Graphics for Responsive, LLC

This was an interesting project because I was designing the marketing experience of implementing the graphics along with the actual consumer interaction. I made seven aesthetic promotional frames in Figma, then used a mask tool to split each frame into twelve equal squares. The marketing department was then able to post the squares one at a time, each one showing a small section of the original graphic I had designed. If a consumer tapped on a post, they would be able to see the whole original frame when they explored the company profile.

Rewiring Flows for a Client's Website

During my internship at Responsive, one of my tasks was to work with a small team to improve the UX of a client's website in Figma by rewiring the flow so that the development team would have a plan for their portion of the project. Analyzing research helped me to understand how to structure the site flows in a way that the intended users would understand, and the final product turned out great.

Prototyping a Fitness App Concept

In my sophomore year at MSOE I designed and prototyped a fitness app using Figma. The app was fully interactive and allowed for creating custom workouts, exploring featured workouts, and logging macros and calorie data. I used a UI design system to keep all the components, colors and fonts in one place while I worked and found it extremely helpful. This project took a lot of time and hard work, but the finished product was something to be proud of.

EDUCATION

B.S. User Experience: Milwaukee School of Engineering | Milwaukee, WI | GPA: 3.45 | Graduation: May 2027

SKILLS

- Figma
- Adobe Creative Cloud
- Some HTML/CSS/JavaScript
- Wireframing
- Design Process
- Canva
- Critical Thinking
- UI knowledge
- AI knowledge
- Leadership
- Collaboration

INTERESTS

Outside of UX, I enjoy playing sports such as football, basketball, and volleyball. I fish, hunt, and play airsoft with my friends on the weekends. I enjoy shooting my bow at the range as well. At home, I sketch vehicles, read, or fix things around the house or in the garage with my dad.