

# Mark Bonner

**Product Developer & Experience Designer** — (416) 899-4095 | [realmarkbonner@gmail.com](mailto:realmarkbonner@gmail.com)

Senior Experience Developer & Designer with 15+ years of experience crafting **engaging digital environments** for enterprise-grade platforms. I specialize in **gamified learning and web-based training**, focusing on the intersection of play, accessibility, and high-performance, great-looking interfaces. My background as a Nurse provides a unique lens for user empathy and behavioral psychology, allowing me to design intuitive UI/UX that prioritizes the user's emotional journey.

## PROFESSIONAL SUMMARY

### **TuesdayAfternoon Media Inc.** — *eLearning Developer & Production Analyst*

2007 - 2017 / 2018 - 2026, Toronto, Ontario

- **Product Experience Architecture:** Lead the end-to-end design and implementation of highly scalable digital platforms, ensuring a reliable and engaging experience for enterprise-level users.
- **User Flow Optimization:** Identify and resolve critical interface and performance issues within complex applications to ensure seamless navigation and high user retention.
- **Interactive System Integration:** Architected robust integrations to facilitate a frictionless flow of information across platforms, prioritizing a cohesive and intuitive digital journey for the end-user.
- **Collaborative Design-to-Dev:** Partnered closely with cross-functional teams to translate complex requirements into functional features, maintaining design integrity while troubleshooting implementation challenges in live environments.

### **Deckaid 501 (c)(3) Exhibition Website** — *Project Lead & Web Developer / Designer*

2024 - present, New York

- **Lead Experience Designer** for a non-profit showcasing retrospective art. Led the end-to-end creative process, from **visual storytelling and layout optimization** to custom UI component design. Focused on creating a **tactile, immersive digital archive** that translates physical skate culture into a responsive web experience. Leveraged a toolkit including Squarespace and custom Vue.js to balance aesthetic "wow-factor" with WCAG accessibility compliance.

## **NURSING & CRITICAL LEADERSHIP** — *RN - Triage / ER*

**Clinical Team Manager (Telehealth Ontario):** Triage Lead, then managing a diverse team of nurses and support staff. Optimized team workflows and decision-making in a remote healthcare environment (2004–2009).

**Registered Nurse (Sunnybrook Trauma/ER):** Developed deep expertise in human behavior and empathy-led problem solving. My experience in high-pressure clinical settings ensures a disciplined, user-first approach to complex design challenges (2001–2004).

## SKILLS

**Design & Gamification:** Expert in Instructional Design and Engagement Loops. Proficient in the Adobe Creative Suite (Photoshop, Illustrator, XD) and rapid prototyping. Transitioning high-fidelity concepts into production-ready code.

**User-Centric Process:** Applying Clinical Empathy to UX. Experienced in user flow mapping, accessibility (WCAG), and inclusive design—ensuring digital products are usable by the widest possible audience, including children and neurodivergent users.

**Technical Artistry:** Bridging the gap between design and development using Vue/Quasar to create fluid animations and responsive, "game-feel" interfaces.

## CROSS-FUNCTIONAL TEAMWORK

Skilled at translating complex stakeholder requirements into **playful, functional designs**. I act as the "universal translator" between Product Managers, QA, and Creative leads to ensure the vision remains intact from concept to launch.

## SELF-STARTER / MULTI-DISCIPLINARY

Proven ability to own the **product lifecycle**, from initial wireframes to final deployment. My nursing background instilled a rigorous discipline for documentation and a "triage" mindset for prioritizing features that drive the most user value.