Chad Koslovsky

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View my resume and work: https://flipper.koslovsky.xyz

Performance Creative Designer | Flipper Devices

Cover letter

What I like about the BUSY Bar is that you can get the idea in one shot: press a button and give everyone else a clean signal that you're focusing. I'd try two openings for that same feature. One starts on the physical button; the other starts with someone seeing a countdown and knowing when to come back. Same product, two reasons to care. I'd compare which opening gets people to the product page and which leads to more purchases.

My work comes from building visual products and launching them with other people. I designed the kthx.fun arcade brand and carried it through the landing page, game browser and playable experience. For Velatis, I built the interactive study workflows that make a dense visual product usable. On TokenGators, I worked with the artist and team on the generator and website. For Quadrillion Art, I built the release experience with a designer and led the technical launch for a 21-artist collaboration.

I like going straight from a rough idea to something you can put in front of people. I'd bring that hands-on approach to Flipper, work with art direction to get the product details right, and use campaign feedback to decide which version to make next.

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