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MICK SANTOSTEFANO

▣ UX/UI DESIGN TECHNOLOGIST

ABOUT

Senior UI/UX Designer with 10 years of industry experience and a genuine passion for solving problems and improving user experiences for SaaS, IoT, Productivity, Mobile products, Cloud, Enterprise, B2B, B2C, Big data, AI, and Machine learning. I also specialize in developing Design Systems and Brand Strategies, as well as Web Design/Development for Startups and small businesses. Please visit my portfolio site:

http://micksantostefano.com

SKILLS

Visual Design	Design Systems
User Experience	Motion Graphics
HTML / CSS	Javascript

TOOLS

Figma, Sketch, Invision, Balsamiq, Lucid Charts, and most Adobe products including, XD, Illustrator, Photoshop, Animate, Premiere, After Effects. For coding: Sublime Text, Visual Studio Code, Git, Jekyll, Bootstrap, UIKit, Material, Pattern lab.

EDUCATION

2000 - 2004

SCHOOL OF THE ART INSTITUTE OF CHICAGO

STUDIO ART, ART & TECHNOLOGY

2006 - 2007

AUSTIN COMMUNITY COLLEGE

INTERACTIVE FLASH DESIGN & DEV

EXPERIENCE

2021 - 2022

COX AUTOMOTIVE/ VAUTO

SR UI/UX DESIGNER - FULL TIME

Work collaboratively with team to establish a design system. Create prototypes utilizing Sketch, Figma, Invision. Assist in user research to improve and innovate for new products as well as exisiting user interfaces for mobile and desktop platforms.

2020

INTEL

UI/UX DESIGNER/ DESIGN TECHNOLOGIST - REMOTE CONSULTANT

Synthesize product requirements into usable, delightful prototypes and design solutions. Create prototypes utilizing CSS, HTML, and other standard design software. Build prototypes to assist in user research, using low and high fidelity techniques to empower the design team.

2020

LITLINGO

UX/UI DESIGN, DESIGN TECHNOLOGIST - REMOTE CONSULTANT

Provide support to describe product requirements for validating its usability. Create prototypes utilizing CSS, HTML, and other standard design software. Evaluate product usability to ensure user research projects credibility. Aid in the direction and development of a design language and brand strategy.

2019 - 2020

RIVET NETWORKS

UX/UI DESIGN, DESIGN TECHNOLOGIST - REMOTE CONSULTANT

Create detailed user workflows, journeys, information architecture, UI wireframes and design compositions. Work with product managers and stakeholders to research, define, and prioritize features to create awesome user experiences for new and existing products.

REFERENCES

THOMAS Q. BRADY

SR. DESIGN TECHNOLOGIST | HEB

PHONE - 512 771-1568

EMAIL - TQB@THOMASQBRADY.COM

MARK YOUNG

SR. SOFTWARE ENGINEER | ROKU

PHONE - 512 705-3856

EMAIL - MARKYOU@GMAIL.COM

EXPERIENCE

2018 - 2019
CARNEGIE TECHNOLOGIES

SENIOR UX/UI DESIGN - FULL-TIME

Create design systems, pattern libraries, and coded Html emails. Prepare navigational maps and relevant design information. Formulate design instructions and protocols for various products. Collaborate with product management and engineering to ensure that the product aligns with design vision and contributes to objectives and key results. Create detailed wireframes and high fidelity designs for web and mobile applications while working closely with the scrum teams on implementation.

2017
RACKSPACE

UI/UX DESIGNER - REMOTE CONSULTANT

Build prototypes to assist in user research, using low and high fidelity techniques to empower the design team. Work collaboratively to test and support designs throughout concept testing, experiments, and A/B testing. Conduct usability tests to identify issues and make recommendations to improve products. Talk with clients to validate designs and get user feedback. Manage design systems and proposing new additions incorporating future design direction.

2017
FOSTER & FOSTER

UI/UX DESIGNER/ DESIGN TECHNOLOGIST - REMOTE CONSULTANT

Develop varied user interface designs including wireframes, graphics, visual designs, and prototypes. Create prototypes utilizing CSS, HTML, and other standard design software. Design a simple and intuitive platform to help government and union workers start planning for retirement.

2016
SALTMINES

UI/UX MOBILE DESIGNER - REMOTE CONSULTANT

Develop varied user interface designs including wireframes, graphics, visual designs, and prototypes. Provide UX/UI Design for several mobile apps including, MoveCheck, DressDibs, and AddressBlast.

2015 - 2016
VTHREAT INC.

CREATIVE DIRECTOR, UX/UI DESIGNER, DESIGN TECHNOLOGIST - FULL-TIME

Develop varied user interface designs including wireframes, graphics, and visual designs. Create prototypes utilizing CSS, HTML, and other standard design software. Optimize the user experience, creating motion graphics, video production, iconography, and print materials. Manage and develop the vThreat brand strategy.

2014
DUFF LITE / NEXTURN

UI/UX MOBILE DESIGNER, DESIGN TECHNOLOGIST - REMOTE CONSULTANT

Create prototypes utilizing CSS, HTML, and other standard design software. Design and developing information architecture and requirements. Provide brand strategies for mobile native and web apps, interactive design, UI, and UX design. Design and built out landing pages, manage social channels.

2014
DELL - DELL BLUE

BRAND DESIGNER & UI/UX DESIGN - CONSULTANT

Design brand creative for internal and outward-facing clients in a highly collaborative environment. Develop concepts for Display Ads, UI design layouts, Interactive web banners, Event displays, Powerpoint presentations, HTML Emails, White papers.

2012 - 2014
NOESIS ENERGY

UX/UI DESIGNER & DESIGN TECHNOLOGIST - FULL-TIME

Work closely with stakeholders and development teams to build and migrate the current marketing site and product application to a more scalable framework. Assist in art direction and brand strategies for the overall company. Create prototypes utilizing CSS, HTML, and other standard design software. Collaborate with the team to produce video presentations, mobile applications, and compete in a hackathon (which we won).

2008 - 2012
SPICEWORKS

CREATIVE DESIGNER & DESIGN TECHNOLOGIST - FULL-TIME

Design and produce all creative for sales campaigns. Including, interactive presentations and ad creative. UI/UX design and building vendor microsites, brand management, art direction. Create prototypes utilizing CSS, HTML, and other standard design software.