MICK SANTOSTEFANO

SENIOR CREATIVE UX DESIGNER

WORK EXPERIENCE

Present 2016

DESIGN CONSULTANT
📍 Remote

Dang Good Design

Latest project: UX Design at **Rackspace**

Responsibilities: Define and create UI and UX direction for new web app product for data migration, built out coded prototypes.

Technologies used: HTML, CSS, Javascript, Charts JS, Rails, Github, Balsamiq, SVG Anim, Jekyll, Illustrator, Photoshop, Sketch, Branding, UX, UI, Apps, Visual design.

2015 - 2016

CREATIVE DIRECTOR
📍 Austin

aThreat Inc.

Responsibilities: UX, UI, web development, and all areas of design for brand identity, apps, marketing, display, illustration and video. Built out coded prototypes using HTML, CSS, and Javascript libraries for entire platform and marketing site - in less than a year!

Technologies used: HTML, CSS, Javascript, Charts JS, Rails, Github, Balsamiq, SVG Anim, Jekyll, Illustrator, Photoshop, Sketch, Branding, UX, UI, Apps, Visual design, Print materials, motion graphics, UX for Alexa voice controls.

2014 - 2015

UI/UX DESIGNER & DEVELOPER
📍 Mountain View

DuffLite

Responsibilities: Providing branding and hi-if solutions to mobile native and web apps, interactive design, UI and UX design. Designed logos, brand standards. Built out coded site prototypes using HTML, CSS, and Javascript libraries and snippets.

Technologies used: HTML, CSS, Javascript, Github, Jekyll, Illustrator, Photoshop, Sketch, Branding, UX, UI, Apps, Visual design.

2007 - 2014

BRANDING, UI/UX DESIGNER & DEVELOPER
📍 Austin

Responsibilities: Microsites, ad creative: banners, brand design, interactive design, UI and UX design. Built coded prototypes using HTML, CSS, and Javascript libraries for landing pages, emails, logos, manage brand standards, visual design, Interactive videos, infographics, whitepapers, mobile app design

Technologies used: HTML, CSS, Javascript, Github, Jekyll, Illustrator, Photoshop, Sketch, Branding, UX, UI, Apps, Visual design.

EDUCATION

2000 - 2003

FINE ARTS B.A.
📍 SAIC

at *The School of the Art Institute of Chicago*

2006 - 2007

FLASH DEVELOPMENT
📍 Austin

at *Austin Community College*

CONTACTS

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in http://linkedin.com/in/micksantostefano
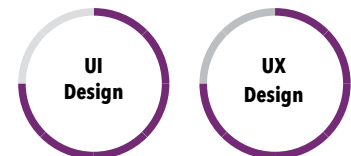
🌐 http://danggooddesigner.com

IN A NUTSHELL

I am a seasoned designer, bringing a diverse and particular skill-set to the table. I usually bill myself as a User experience designer, but I also have expertise in many other areas such as: UI prototyping, front-end development, visual design for mobile, usability testing, interactive presentation design, infographics, illustration, logos, brand identity, motion graphics & print materials. I've worked in a variety of situations from startups to enterprise; as a full-time employee and as a contractor, and very comfortable working remotely. I'm really looking to dig my heels in and join a good team that is product focused and results driven. My mission is to cut through the noise and make useful, easy to use, technologies that help to minimize screen time frustration and maximize productivity and creativity in users.

SKILLS

UI Design   **UX Design**

Adobe Photoshop	● ● ● ● ●
Adobe Indesign	● ● ● ○ ○
Adobe Illustrator	● ● ● ● ●
Sublime Text	● ● ● ● ●
Sketch	● ● ● ○ ●
Github	● ● ● ● ●
Javascript	● ● ● ● ○
Rails	● ● ○ ○ ○
HTML/CSS	● ● ● ● ○
Angular JS	● ● ○ ○ ○
Adobe Photoshop	● ● ● ● ●

AWARDS

Hacking EAST : Project - Hackathon

2013 East Austin Studio Tour

Our team was chosen as winner for this hackathon. The goal of this hackathon is to create a mobile app that helps local artists list their works, and people more effectively share the works with their network of art-appreciating friends and family. I collaborated with team members to design a web app that would be easy to use, practical and beautiful.

Other roles: Art Direction, UI design/layouts.
http://devpost.com/software/art-attack
http://eastaustinstudiotour.com/