

DOMENIC PATRUNO

UX/UI DESIGNER | FRONT-END DEVELOPER

OBJECTIVE

My goal is to help shape and improve a great company using my UX/UI design and front-end development experience. This combination of skills has taught me how to collaborate with other teams and see the importance of all aspects of a product. During my downtime, I'm continually gaining new front end knowledge and design skills with college classes.

CONTACT INFORMATION

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EDUCATION

Florida International University
Computer Science BA (2022)
Art Institute of Pittsburgh
Graphic Design AA (2014)

PROFESSIONAL SKILLS

UX/UI, Sketching, Wireframe, Lo/Hi Fidelity Mockups, User Testing, User Interviews, Adobe Creative Cloud, Adobe XD, UX Pin, Zeplin, Figma, HTML 5, CSS 3, Vanilla JavaScript, Front-End Development, Bootstrap

WORK EXPERIENCE

SMARTX (CONSULTANT) SR. UX/UI DESIGNER

April 22' - Present

- Design and deliver wireframes, user stories, user journeys, and mockups optimized for a wide range of devices and interfaces
- Worked with clients Design System guidelines for visual styling of frontend web UI elements
- Managed multiple projects simultaneously and coordinate with cross-functional teams
- Made strategic design and user-experience decisions related to core functions and features

ACXIOM (CONSULTANT) SR. UX/UI DESIGNER

April 21' - April 22'

- Conduct testing of internal applications, websites, and software to assess user experience and ease of design
- Use recent studies and findings to identify areas of improvement and to highlight the best overall design elements to include in UX design experiences
- Build storyboards to conceptualize designs to accurately convey project plans to clients and senior management and stakeholders
- Design and deliver wireframes, user stories, user journeys, and mockups optimized for a wide range of devices and interfaces

NEXTERA (CONSULTANT) SR. UX/UI DESIGNER

Sept 20' - Nov 20'

- Leveraged Enterprise Design System guidelines for visual styling of frontend web UI elements
- Created rapid, clickable wireframes to test with end-users & stakeholder for early feedback on new concepts
- Conducted stakeholders and end-user interviews
- Developed personas and other UX artifacts (e.g. journey maps, wireframes, process flows, visual mockups) to communicate end-user insights and for user stories in an agile development backlog

MASSIVEU LEAD UX/UI DESIGNER

Mar 19' - June 20'

- Participated in every part of a project's design process: research and discovery, presenting findings, design, working closely with developers to execute, and testing and refinement of the final product
- Translated usability and field research findings into design improvements.
- Created sketches, user flows, wireframes, design comps, interaction designs, and high fidelity prototypes for applications
- Identified design problems and devise elegant solutions
- Managed multiple projects simultaneously and coordinate with cross-functional teams

CITYBLDR LEAD UX/UI DESIGNER

Dec 17' - Mar 19'

- Translated concepts into user flows, wireframes, mockups and prototypes that lead to intuitive user experiences
- Facilitated our product vision by researching, conceiving, sketching, prototyping and user-testing experiences for digital products
- Designed and deliver wireframes, user stories, user journeys, and mockups optimized for a wide range of devices and interfaces
- Identified design problems and devise elegant solutions
- Made strategic design and user-experience decisions related to core, and new, functions and features