CHARLES LEONE

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SUMMARY

Over two decades of experience developing engaging and innovative cross-platform software products that push the envelope of user interface design. Goal oriented, excellent communication skills, highly motivated, self-educating and thrives working in an agile environment. Passionate about emerging technologies, software development, hardware, 3D printing, art and music.

SKILLS

Highly proficient in ADA compliant web app development using ReactJS, TypeScript, Node.JS, npm, Material UI, Microsoft Azure and other technologies; focusing on usability, responsive layout and accessibility. At present, working in the higher education software industry focusing on Front End Development and ADA compliance using StorybookJS, Axe, Wave, Lighthouse, NVDA and other accessibility tools.Comfortable developing in Agile and Kanban environments using various development, version control and dependency management tools. Able to quickly solve problems and provide creative solutions in a logical manner. Currently an active member of the BuffaloJS and Buffalo Game Space groups - contributing game assets and providing mentorship to students during annual game jams. Continuously prototyping and developing new physical and virtual products using 2D, 3D and VR creative tools.

EXPERIENCE

2016 – Present | Anthology Inc. | Buffalo, NY

Software Developer

- Develop new applications and features using ReactJS, TypeScript, Material UI and Microsoft .net - continuously iterating, improving and releasing via Azure
- Manage product source via Microsoft Azure - adding feature and bug fix branches, pull requests, merges, queue builds and releases to deployment and production servers
- Collaborate with UX Designers, Back End Developers and Product Manager to deliver ADA compliant products in a continuous integration environment
- Ensure User Experience is ADA compliant using development tools and end user screen assistant applications
- Routine product maintenance including bug fixes, run A/B tests and experiments and continuous product improvement
- Maintain multiple app repositories handling updates, pull requests, merges, queue builds, releases and testing in deployment and production environments
- Prototype new product ideas, enhancements and features, gathering feedback from users, stakeholders and team members
- Perform product demos of new features and improvements
- Worked with Back End Developers to deconstruct a legacy monolith .net application - splitting it into multiple smaller applications with pillars for backend services and an updated Material User Interface
- Provided solutions for bringing legacy applications up to ADA compliance and improving the User Experience on mobile devices
- Continuing to maintain front end development knowledge, learning advanced development techniques from Senior Developers and expanding my knowledge of C#

   Work examples include: "Beacon" - student notation and alert tool. "Engage" - student engagement product, Engage Organization Creation and Management tools, Form Building tools, Event Rating User Interface, "Roundhouse" internal Engage configuration tool, Engage Notifications and User Account applications

2013 – 2016 | Harris Computer | Niagara Falls, NY

User Experience Designer

- Collaborate with other UX team members, Tech leads and Product Managers to deliver new product features, bug fixes, prototypes and general improvements
- Establish use cases, user flows and personas
- Research and compile detailed data inventories necessary for the user interface
- Deliver production ready front end markup in HTML, CSS, SASS and JavaScript
- Maintain repositories of code branches using GitExt, Bitbucket and other tools
- Prototype new product ideas, enhancements and features - continuously iternating and improving every sprint
- Act as embedded UX resource for multiple agile teams participating in sprint planning, backlog grooming and product demos
- Collaborate with engineers and designers to identify best practices and establish design standards and documentation
- Performed code and peer reviews offering improvements
- Mentor junior designers on best practices, process and technique - fostering a continuous learning environment
- Perform product audits, identify areas of improvement and document a process for standardization
- Ensure designs and user interfaces are accessible and meet WCAG standards set by W3C
- Actively maintain knowledge of industry standards, design philosophies and technologies

   Examples of work include: harrisprintsolutions.com, MyGovHub, SmartFusion Brand Identity, SmartFusion winforms application design standardization, SmartFusion documentation wiki

2005 – 2013 | Synacor, Inc. | Buffalo, NY

User Interface Designer

- Collaborate with other User interface Designers and Product Managers to develop pixel perfect prototypes using HTML 5 and Adobe Creative Suite
- Directly apply user testing results to improve product through continuous iterations as well as future product designs
- Develop interactive prototypes for sales and executive teams to use in demoing product concepts to clients and trade show attendees
- Use extensive knowledge of cross-platform/cross-device design and development providing guidance to UX Designers and Software Engineers in establishing responsive solutions to delivering content to multiple devices and platforms
- Actively maintain knowledge of industry standards, design philosophies and technologies used in software design and development
- Utilize design skills and attention to detail to provide a cohesive creative vision for all visual designs and overall product usability resulting in high end, intuitive and elegant user interface designs
- Create user interface guideline documentation for design, production and maintenance as well as vendor and client branding

  Examples of work include: 10 foot User Interface for Toshiba smart TVs; mobile, tablet and desktop start pages for AT&T, Lenovo, UPC, Tesco and China Unicom; Android tablet launchers for Toshiba; client configurable native apps such as NewsPlace, Trending Now and Deals & Offers on Windows 8 and Android OS; entertainment applications on iOS; start page prototypes for A/B testing; mobile and desktop portal designs for European and Asian markets

EDUCATION **1988 – 1991** | Erie Community College | Amherst, NY
Electrical Engineering Technology Associate's Degree

1984 – 1988 | St Joseph's Collegiate Institute | Buffalo, NY
Diploma | Majored in Art, Math and Science

REFERENCES **Ryan Litt** | Vice President of Research and Development

Harris Local Government | Niagara Falls, NY | 716.940.1565

ryandavidlitt@gmail.com

Relationship:

Worked with Ryan at Harris Local Government as well as Synacor, Inc as a User Experience Designer.

Scott McKee | User Experience Designer

Liazon | Buffalo, NY | 716.440.7163

scott.mckee@gmail.com

Relationship:

Worked with Scott at Harris Local Government as well as WebMedia Services a User Experience Designer.

Robert Schuster | Principal User Experience Designer

Synacor, Inc. | Buffalo NY | 716.362.3482

rschuster@synacor.com

Relationship:

Worked for Robert as a User Interface Designer at Synacor, Inc.

Robert Rosenberry | Product Manager

Hewlett-Packard | Houston TX | office: 281.518.7721 mobile: 281.794.7715

robert.j.rosenberry@hp.com

Relationship:

Worked for Robert at WebMedia Services as Senior Designer and Web Developer.