NICHOLAS PINO
Product Designer | Frontend Developer

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Creative professional with over 15 years of expertise in design and web development, seamlessly blending aesthetics with functionality. My experience includes 6 years in development, with a strong focus on React & Typescript, and 4 years in product design, where I've built and scaled enterprise-level design systems using atomic design principles. I excel in building trust and fostering collaboration across cross-functional teams to tackle complex challenges and deliver user-centered solutions that align with business goals.

EDUCATION

University of Central Florida
Digital Media (Web Design)
2018 | BA | Cum Laude Honors

Eastern Florida State College
Graphic Design & Interactive Media
2013 | AS | Cum Laude Honors

Pinellas Technical College
Graphic Design
2005 | Certification

SKILLS

Design & Multimedia: Photoshop, Illustrator, Premiere Pro, After Effects, Figma, Framer

Web Development: HTML, CSS, JavaScript, TypeScript, React, MDX, Storybook JS, Node.js, WCAG 2.2

Devops: Version control, release management, automated testing, CI/CD

Communication: Proficient in conveying complex technical concepts to stakeholders and negotiating design solutions.

Collaboration: Experienced in agile development and working with cross-functional teams, facilitating productive discussions, and aligning project goals.

Leadership: Mentoring junior designers, leading projects, and driving initiatives from conception to implementation.

References available upon request.
*Password for protected projects: **pino2025***

EXPERIENCE

UX Engineer
Stretto   **Oct 2022 - Present**

Hired internally as Stretto's first UX engineer, I'm the lead maintainer of the Cadence Design System project used in React applications. I work closely with development and product teams to improve the quality of our products while enhancing the developer experience. Other key responsibilities are as followed:

- Build components in React/Typescript following atomic design principles
- Create custom and reusable React hooks to encapsulate complex logic
- Designed a custom Storybook environment for components/docs
- Write detailed documentation and implementation guides in MDX
- Built a custom styling framework in SCSS using design tokens
- Use Style Dictionary to build a custom design token framework
- Developed a release strategy for npm packages used in production
- Write unit tests in Jest/RTL for each component before release
- Collaborate with offshore development teams to improve code quality
- Conduct workshops for proper use of the design system/components

Product Designer
Stretto   **Dec 2020 - Sep 2022**

Lead UI designer on the Cadence Design System project—building and maintaining component libraries in Figma for all business verticals. I also worked on a cross-functional team to oversee and contribute to the redesign of several high-priority features for multiple applications. Other key responsibilities are as followed:

- Lead the effort of migrating all design assets from Axure to Figma.
- Built component libraries in Figma using atomic design principles.
- Created a custom design-token system for colors, spacing, etc.
- Designed a cohesive visual language for Stretto's products.
- Lead workshops and evangelized design systems across the org
- Mentored newly hired designers in following design principles.
- Conducted learning sessions for effective use of the design system.

UX Designer
Chico's FAS Inc.   **July 2019 - April 2020**

Worked closely with project managers, senior designers, and business stakeholders in multiple capacities to update and maintain enterprise level e-commerce projects for all Chico's FAS brands. My role consisted of the following responsibilities:

- Built prototypes in InVision Studio and component libraries in Sketch
- Documented design requirements in Jira
- Created testing protocols and interviewed users
- Performed heuristic evaluations and proposed UX improvements
- Maintained the UI library as part of the design system initiative.