RUTH G. CIRILLO

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OBJECTIVE

To focus on part of the job I enjoy most by moving to a full-time user experience role.

QUALIFICATIONS

- Experience in creating annotated wireframes using Balsamiq and Sketch.
- Experience working with art directors, information architects, and business analysts to define product experience and business requirements.
- Experience creating mockups and graphic assets using Adobe Photoshop, Adobe Illustrator, Adobe InDesign. Some experience using Adobe XD.
- Proficient in developing functional prototypes using markup languages such as HTML, CSS, Sass, and LESS to create multi-browser compatible web applications.
- Proficient in adding interactivity to web applications using JavaScript or jQuery.
- Some experience using front end frameworks, namely Bootstrap and Angular.
- Experience managing front end assets using tools such as Gulp.js, Grunt.js, Node Package Manager, Node.js, and Bower.
- Experience using version control such as Git and SVN.
- Some experience using JAWS (screen reader).
- Strong interest in creating an inclusive and barrier-free web. An advocate for all users.
- Active Secret Clearance.

PROFESSIONAL EXPERIENCE

Senior Interactive Developer at Sapient Consulting Public Sector
06/2017 to Present
Responsible for front end development working with backend developers to build web application. Document feature components as they pertain to front end development. Produce HTML, CSS, and JavaScript code for implementation with backend service. Support manual testing. Work with business analysts to understand and gather business and user requirements. Produce Balsamiq wireframes to convey concepts addressing requirements.

11/2014 to 06/2017
Responsibilities were split between front end development and user experience design working under guidance of art director and user experience team. Observed multiple usability tests to analyze user behavior and attitudes. Take research findings and ideate solutions with user experience team. Created low fidelity paper mockups of proposed screen designs for user testing. Collaborated with user experience team of possible interactions that could be implemented with proposed solutions. Created interactive prototypes using HTML, CSS, and JavaScript to demonstrate proposed design. Worked closely with development team to ensure that design specifications are adhered to approved designs and meets the acceptance criteria set by the user experience team.

09/2009 to 09/2012
Converted Photoshop mockups to standards compliant HTML, CSS, and JavaScript. Under direction of user experience lead, updated UX/UI design documents such as wireframes, Photoshop mockups, and visual style guides. Nominated for the "Rookie of the Year" award in 2010.

UI Designer at SAIC

02/2014 to 11/2014

Worked with product owners and business analysts to identify user interface requirements. Designed visual representations and communicated conceptual solutions created in Photoshop. Annotated design solutions. Created a style guide to managed user interface specifications. Worked closely with development team to ensure that design specifications adhered to approved designs and meets the acceptance criteria set by the business requirements. Developed front end interface per approved designs. Team was geographically distributed, working the same core hours as the customer. Communicated with team via telephone, Google Chat, WebEx, and email.

UI Designer at Serco North America

05/2013 to 01/2014

Contract and role were transitioned to SAIC on 2/2014.

Front End Developer at CGI Federal

09/2012 to 05/2013

Refactored front-end code to utilize front end framework (Bootstrap 2). Identified and corrected errors for compliance with Section 508.

Front End Developer at Sabre Hospitality Solutions

01/2007 to 09/2009

Converted Photoshop mockups to standards compliant HTML, CSS, and JavaScript. Developed HTML email templates.

EDUCATION

George Mason University, Fairfax, VA
- Earned 42 credit hours in Information Technology between 8/2004 to 12/2006.
- B.S. in Health, Fitness and Recreation Resources 2002.

Workshops
- "User Experience (UX) Design Training for Successful Software Development" provided by Learning Tree, January 2019.
- "User Experience Design Bootcamp" provided by General Assembly, January 2019.