Tina H. Bizaca
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I'm a **UI/UX Designer** who is passionate about **sharing ideas** and **communicating visually**. I believe simple is not stupid and complexity doesn't need to be confusing. My love for tackling creative problems and discovering functional yet beautiful design solutions doesn't stop at the end of the workday.

I have a **BA in architecture** from the **Illinois Institute of Technology** (2008-2013) and have worked at **mobi** for **5 years** (2 years as a design intern, 3 years full time) as their **UI/UX Designer**.

Skills

Wireframing	HTML, CSS/SCSS	Requirement Gathering
Interactive Prototyping	JS/jQuery, some ReactJS	Information Architecture
UI/Visual Design	Web Design	Website Analytics/GA
User Research & Testing	Layout & Typography	Invision, Adobe XD, Axure
Interaction Design	Illustrator, Photoshop, XD	

Experience

mobi, UI/Graphic Designer, 2013-Present

Sole graphic, visual, and UX designer at mobi. Designed mobi's **logo and brand identity** and maintained across all applications. Work **independently** and **in collaboration with multiple departments** including stakeholders, product managers, developers, support, and sales/marketing. Develop high quality, unified user experiences ranging from web-apps to email campaigns while retaining consistent messaging and image.

Responsible for requirement gathering, iterative design, researching and interacting with users, creating wireframes, mockups, interactive prototypes, style and interaction guides, assisting in front end development and execution, and gathering ongoing user feedback.

Previousl y Design Intern at Poinsterve (became mobi) 2011-2013

Credit Donkey (creditdonkey.com), Contract UX/Graphic Designer, 2011- 2014

Created infographic illustrations for storytelling and suggested UX improvements for various page types to be used in A/B testing.