

# CHARLIE CIANCIOLLO

UX DESIGNER

## SUMMARY

I am a UX designer who balances research and intuition to enhance the lives of users. In my seven years experience as an educator, I have seen the power that positive design elements have on the lives of the daily user. It is my ongoing goal to improve the lives of users through the use of thoughtful and well researched design.

## CONTACT INFORMATION

207-233-9429  
ccianciolo@gmail.com  
LinkedIn @charliecianciolo  
GitHub: @ccianciolo

## SKILLS:

- User Research and Testing
- UX/UI Design
- Wireframing and Prototyping
- Brand Strategy and Identity
- Information Architecture
- User Personas and Stories
- Project Management
- Visual Design

## TOOLS:

- Adobe Creative Suite
- Affinity Designer and Photo
- Draw.io
- Figma
- GitHub
- HTML, CSS, Javascript
- Sketch
- Usability Hub

## EDUCATION

### UNIVERSITY OF SOUTHERN MAINE, 2011-2013

*Masters of Science in Education*

### ASSUMPTION COLLEGE

*Bachelor's of Science in Computer Science*

## EXPERIENCE

### DESIGN/ WEB DEVELOPMENT PROGRAM

*Bloc.io*  
*July 2018 - Present*

- Wireframing and Mockups for handoff to Development
- Branding and Logo Design
- Preference Testing
- User research to establish and inform initial designs

### TECHNOLOGY INTEGRATOR/COACH

*Regional School Unit 57*  
*Waterboro, ME*  
*August 2014 - Present*

- Researched curriculum and appropriate applications for student use in the classroom
- Researched, designed, and created MakerSpaces district wide through 6 schools
- Collaborated with teachers of various levels through email, video chat, and in person to develop educational experiences at their various levels
- Researched and designed appropriate lessons for students and teachers K-12 to enhance classroom experiences

## RECENT PROJECTS

### TOPSPIN

TopSpin is a concept, designed in Adobe XD, for an iOS app which allows tennis players and coaches to keep notes, track goals, and see improvement over time.

[VIEW PROJECT](#)

### IN PROGRESS

### BUSYBUS

BusyBus is a wireframed concept, built in Figma, for an app which gives bus riders the information they want most at their fingertips-- see when buses are arriving, locate the closest bus stop and be notified of delays right from any mobile device.

[VIEW PROJECT](#)