Charlie Cianciolo

UX Designer

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EXPERIENCE

Blavkhaus, *UX Designer/Product Manager*

January 2020 - Present

- Competitive research for industry clients
- Conducted user research to establish and inform initial designs
- Logo design and brand style Wireframes and mockups
- Preference testing Video production and editing

Regional School Unit 57, *Technology Integrator/Coach*

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

SchoolGroup, *Designer*

January 2020- Present

- Asset design
- Logo redesign
- Template creation
- Iconography
- Style guide

EDUCATION

BLOC, Designer Track Program

2018 - 2019

The UNIVERSITY OF SOUTHERN MAINE, M.S. in Education

2011-2013

ASSUMPTION COLLEGE, B.S. in Computer Science

1997-2001

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

RECENT PROJECTS

DesignReads

DesignReads is an iOS Mobile resource aggregation application for UX Designers. DesignReads allows designers to discover, rate, and discuss popular industry resources. A group of fellow UX boot camp graduates designed this application with me.

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.