



Long Island, NY



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www.anthony-deguzman.design

Skills

UX/UI Design

Competitive Analysis
User Research
Personas
Information Architecture
Wireframing
Branding
Prototyping
Usability Testing

Front-End Development

HTML CSS JavaScript jQuery

Tools

Sketch / Figma
Adobe Creative Suite
InVision
Optimal Workshop
UsabilityHub
Google Forms
Git / Github

Anthony DeGuzman

UX / UI Designer

Summary

I'm a UX/UI Designer that strives to uncover solutions through creative, effective, and efficient designs. My process is derived from a background in banking/finance, technology, and education where **keeping the end-user in mind through the entire process is key**.

Experience

Bloc.io | UX/UI Design Apprentice Long Island, New York / Remote | October 2017 - Present

- Studied and applied practical UX design principles to web and mobile app projects
- Created mobile apps and responsive websites for various products
- Designed and coded personal portfolio utilizing HTML5, CSS, and JavaScript
- Applied UX research principles to conduct effective data analysis throughout the progression of various projects

Bethpage Federal Credit Union | Technical Specialist / Facilitator Long Island, New York | June 2016 - June 2017

- Collaborated on technical projects and initiatives for internal use as well as releases for members (customers).
- Designed, developed, and maintained training content for internal use for staff.
- Conducted training classes utilizing in-person techniques and digital teaching techniques via GoToTraining.

Education

Bloc.io | UX/UI Design Apprenticeship Binghamton University | B.A. in Geography Nassau Community College | A.A. in Liberal Arts & Social Sciences