Ali Nagi

DESIGNER · ENGINEER · WRITER

New York, New York

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Summary

Ali is a high-energy, outspoken designer with a passion for creating beautiful, friction-less experiences. He has a strong technical background which enables him to communicate and work seamlessly with developers. He enjoys talking to people and iterating on new ideas. He looks forward to impactful work and meaningful contributions.

Public Projects

2018	**Terminal Cheat Sheet**, Designed and built a website to help beginners understand basic terminal commands
2018	**nexen.bnymellon.com**, Developed common components for unified business platform
2017	**Pie Storm**, A humble attempt to gamify charitable donations

Work Experience

BNY Mellon *New York, NY*
VICE PRESIDENT, DESIGN TEAM MANAGER - CUSTODY USER EXPERIENCE TEAM *May 2021 - Present*
- Manage medium sized team of designers to design and deliver high quality experiences for Custody clients
- Mentor and help designers grow their skill-set and careers
- Use agile methodology to ensure deliverables are completed in a timely manner

BNY Mellon *New York, NY*
SENIOR ASSOCIATE, DESIGNER - USER EXPERIENCE TEAM *June 2017 - May 2021*
- Created business-facing prototypes using Axure RP and Sketch, conduct client-facing user-interaction research using in-house UX lab.
- Designed and develop an internal Material Design-based UI component library for use by hundreds of developers.

BNY Mellon *New York, NY*
ASSOCIATE - TECHNOLOGY LEADERSHIP PROGRAM *June 2016 - June 2017*
- Database-as-a-Service: Automated secure MongoDB deployment on BNY Mellon's internal cloud for use by development teams.
- Developer Console: Full-stack Go + Angular development of a developer-facing web app.
- User Experience: Designed Angular components and implemented with full Karma test coverage.

BNY Mellon *New York, NY*
INTERN- USER EXPERIENCE TEAM *June - August, 2014 - 2016*
- Utilized Phaser HTML5 game engine to create an internal educational game for employees to learn about concepts such as RESTful APIs.
- Deployed educational game to internal cloud platform for testing by early user group.

The Polytechnic Reporter *New York, NY*
EXECUTIVE EDITOR AND DESIGNER *August 2013 - May 2016*
- Served as final editor for newspaper with circulation in the thousands, designed and published layouts for staff writers using Adobe InDesign.

Skills

UX + Design	Figma, Axure, Sketch, GIMP, Adobe Suite
Front-end	Angular, Angular-Material, NPM, Bower, WebPack, Bootstrap

Education

New York University *New York, New York*
B.S. IN COMPUTER SCIENCE *August 2012 - May 2016*

Interests

Hobbies	Physical fitness, hiking, drawing
Passions	High-quality designs, blending art and engineering