

Joseph Mazza

UX DESIGNER

Raleigh, NC - Email me on Indeed: [indeed.com/r/Joseph-Mazza/e9016ea3c90eac0f](https://www.indeed.com/r/Joseph-Mazza/e9016ea3c90eac0f)

I create modern user-centered designs, intuitive interfaces and customer engaging ideas. I would love to find a UX position on a solid Agile team and/or help build an exceptional Agile environment. Teamwork, execution and innovation.

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

UX Designer

Rival Health - Raleigh, NC - April 2016 to February 2017

UI/UX design for wellness software and corresponding mobile app, create style guide, graphic design, tried to bring agile to their development team, gather feedback from customers, revamp Rival's software for better user experience, focus on a new & improved mobile app and achieve a visual unity to all existing products. Photoshop, Illustrator, InVision, Asana, HTML, CSS. As the sole UX person for a fitness & nutrition company, I also worked out every work day on-site and completely changed my diet (in an 10 month period, I lost 8 lbs of fat, gained 6 lbs muscle and can now do 70 pushups in 1 minute).

UX Designer

Dude Solutions - Raleigh, NC - September 2015 to April 2016

Responsible for creating attractive, modern designs for responsive web and mobile applications. This dev environment was awesome.

Work with Product Management, Users and Software Developers to translate product requirements into the best user experience for the Dude Solutions, Inc.'s family of products.

Brainstorming, team-oriented problem solving and whiteboard sketching for rapid prototyping and creation of wireframes and mockups to communicate designs.

Design intuitive interfaces, user interactions, site architecture and responsive applications.

Translate user needs to simple designs and convey modern user-centered design principles, using color, typography, icons and other graphic elements.

Collaborate and communicate openly with development teams in a fast paced, Agile environment.

Photoshop, Fireworks, Sketch, Dreamweaver, InVision, Pixate, JIRA, SourceTree, Bootstrap, HTML.

UI/UX Designer

Matrix Resources - Raleigh, NC - February 2015 to July 2015

Design user interface mockups, visual styles, icons and graphic elements for interactive web applications and online forms.

Build web applications from mockups using HTML and CSS, using pre-established templates and client branding.

Maintain style guides and create visual elements for various user interfaces and interactive forms. Contract work.

UI/UX Designer

NCDOT - Raleigh, NC - April 2014 to February 2015

Design user interfaces for responsive web applications and mobile apps.

Create mockups using Balsamiq and Photoshop and then build them using HTML and CSS.

Design SharePoint external interfaces, custom user interface layouts, and wireframes to help with various other projects.

Contract work.

Interactive Media Developer

Concurrent Technologies Corporation - Virginia Beach, VA - September 2010 to January 2014

Create interactive multimedia instruction, Graphic User Interfaces, Flash games, instructor-led training, e-learning, graphic design, audio and video.

Work with SharePoint, SCORM packaging, 508 compliance, HTML, XML, CSS, Adobe CS6, Flash, Dreamweaver, Illustrator, and CDAT (see next line below).

Learn, master and help improve the company's custom Courseware Development Authoring Tool, built using HTML, XML and Flash.

Create games, GUIs, animation, infographics, instructional design and audio/video in Flash, program functionality in AS2/3, provide graphic design for courseware, interactive elements and marketing materials.

Create, organize and manage files and folders on SharePoint. Work on site at the Center for Personal and Professional Development, projects completed: NITC, ADAMS (x2), Tuition Assistance.

Secret clearance.

Game Designer / Development Team Lead

Planning and Learning Technologies, Inc. - Newport News, VA - 2009 to 2010

Lead the visual design and development of an interactive video game for US Army Special Operations, using Virtual Battlespace 2, UNITY, 3DS Max, and Adobe CS5.

Design and develop GUIs, 3D environments / characters / vehicles / objects / interiors / maps, cameras, lighting, storyboarding, scenario branching, level progression, audio recording and narration, character dialogue, SVN.

Also important, was to inspire and motivate developers, manage workflow in a collaborative environment, manage dynamic timelines and deadlines.

Secret Clearance.

Senior Interactive Designer

General Dynamics Information Technology - Virginia Beach, VA - 2008 to 2009

Develop interactive multimedia courseware, animation in 3DS Max and Flash, develop 3D objects, avatars, vehicles and other components.

Font-end user interface design and programming functionality in AS2.

Projects for NSWDC, ARH, Air Force, AJS, NLSC.
Secret Clearance.

Interactive Multimedia Developer

McMunn Associates, Inc. - Virginia Beach, VA - 2007 to 2008

Design and develop interactive learning games and instructional courseware for the US Navy and Marine Corps Intelligence Training Center,

Animation and games in Flash, use of green screen and photography, CBT using OutStart LMS.
TS Clearance.

Adjunct Drawing Instructor

Tidewater Community College - Portsmouth, VA - 2007 to 2007

Part time, Tues/Thurs 7-9pm. Teach 25 students artistic principles such as perspective, form, shading, etc. (drawing faces, buildings and still life objects)

Lecture using chalkboard, rulers and visual aids, as well as giving students individual attention.

Flash Developer

Computer Science Corporation - Hampton, VA - 2006 to 2007

Develop CBT for U.S. Army Transportation.

Create animations of vehicles moving, tools working and other objects moving.

Program functionality and level progression in Flash using ActionScript 2.

Senior Graphic Designer

Bionetics - Columbus, GA - 2003 to 2006

Assistant to the Visual Media Lead, Graphics Department Supervisor, HazMat Manager.

Design and develop training and various creative projects for the US Army, graphic design for print materials and training media, create huge photo and graphic libraries, install large scale graphics and 3D signage.

Operate printers, mounting and laminating machinery, carpentry, sign making, painting, framing, various crafts.

Design for US Army Infantry Regiments, RTB, ITB, BCTB and other on-site organizations.
TS clearance.

EDUCATION

BFA in Graphic Design

Radford University - Radford, VA

Web Design I & II, post-college refresher

TCC Advanced Technology Center - Virginia Beach, VA

SKILLS

Adobe CS (Photoshop, Fireworks, Illustrator, Flash, Dreamweaver, InDesign) Sketch, Balsamiq, InVision, Pixate, Visual Studio, Bootstrap, WordPress, HTML, CSS, ActionScript 2/3, JIRA, Asana, Telerik, SharePoint, SVN, 3DS Max, UNITY. Can easily learn any software or programming language. (10+ years)

LINKS

<http://www.josepux.com>

<http://www.juiux.com>

<http://www.linkedin.com/in/joseph-mazza-1b896a52>