Tyler Papa - UX Designer

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UX Designer and Frontend Developer trained at University of Texas UX/UI boot camp. Proficient in Figma, as well as JavaScript and ReactJS. Skilled in user-centric design with extensive experience building and maintaining interactive frontend applications for a major condition monitoring company. Strengths in aesthetics, teamwork, and delivering user-friendly solutions in coherence with complex business logic. In depth knowledge of the development process from iteration to deployment with the skills to collaborate with developers, sales and marketing teams, and executives to deliver products of exceeding quality on both web and mobile platforms.

Technical Skills

UX/UI Design Tools: Figma, AdobeXD, Photoshop, Illustrator, Atomic Design, UI Grids and Composition, Color Theory, Heuristic Evaluation, Typography, Interaction Design and Iconography, Storyboarding, Decision Flow Diagrams, User Need Identification, User Experience Interviewing, Persona Creation, Insight Synthesis

Front End: JavaScript (ES5+6), ReactJS, Redux, Bootstrap, CSS3, HTML5
Back End: Python, Flask, Node.js
QA Testing: Cypress, TestRail, TestProject
SLDC: Bitbucket, Jira, Confluence, GitHub, SCRUM, Trello
Database: MySQL, MongoDB, R
Dev Ops: AWS, OpenVPN, GitBash, MobaXterm

Work Experience

Front-End Developer at Uptime Solutions &   Nov 2019 – Present Austin,TX
Software QA Technician at Uptime Solutions
• Developed mobile asset management app as a member of a front-end development team using ReactJS and Python
• Designed and created mockups using Figma to define app UI/UX
• Facilitated user outreach to identify key app features
• Fixed bugs in data collection/analysis web app using ReactJS
• Programmed and tested industrial data distribution hub units through full development lifecycle
• Created and maintained disaster recovery plans for key hardware units
• Provided level 3 remote support, as well as on-site support for hardware units in use at FedEx distribution centers
• Created, documented, and refined development protocol for hardware units based on field performance
• Automated and performed software QA tests using TestRail and TestProject

Property Acquisition Manager at Glaser Group   Jun 2018 – Oct 2019 New York, NY
• Independently managed 8 short-term luxury rental homes in Brooklyn, NY
• Initiated and performed collection of guest data to create ethical, algorithmic screening process for high-risk guests
• Conducted final property walkthroughs for new property acquisitions

Audio Engineer at Mercy Sound Studios   Jan 2016 – Oct 2018 New York, NY
• Provided recording, mixing, and mastering services for musical artists using ProTools10 in hybrid analog/digital studio
• Maintained and cleaned PC disk drives daily to ensure maximum OS stability
• Calibrated analog/digital converters
• Performed acoustic room analysis
• Repaired and calibrated analog audio equipment using spectrum analysis

Database Manager & GIS Technician at Colby College   Sept 2013 – Mar 2014 Waterville, ME
• Conducted land-use policy research in Ethiopia within an 11 member cross-functional team
• Created and maintained a MySQL database of geocoded village locations
• Presented data to the Ethiopian EPA

Education

University of Texas, Austin, TX   Completion: October 2022
Certificate in UX/UI Design

Colby College, Waterville, ME   Graduated: May 2015
Bachelor of Arts in Environmental Studies