DOMINIC MINISCHETTI III

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TECHNICAL SKILLS

ADOBE CREATIVE CLOUD	HTML5	TYPOGRAPHY
MICROSOFT OFFICE	CSS3	LAYOUT
VISUAL STUDIO	SASS / LESS / STYLUS	PROTOTYPING
BRANDING	JAVASCRIPT/ JQUERY	EMAIL
AGILE	BOOTSTRAP	MOCK-UPS

WORK EXPERIENCE

QUEST GLOBAL BENEFITS / DESIGNER AND DEVELOPER   JULY 2016 (CONTRACT)

- Consultation work for future direction of website.

- Provided minor updates to current website in a timely manner to meet the company's immediate needs.

BISK / INTERACTIVE DEVELOPER   APRIL 2015 - MARCH 2016

- Responsible for the design and development of internal and external marketing initiatives, including email, mobile-first and desktop websites and experiences.

- Worked extensively with other designers, developers, copywriters and stakeholders to implement Agile practices and deliver products that exceeded client expectations.

- Operated in project-oriented teams employing Visual Studio, Git and version control.

- Utilized the latest technologies, including HTML5, CSS3, JavaScript and JQuery to build responsive, interactive and mobile-friendly websites.

BISK / MINISCHETTI.COM/TRACKR   SEPTEMBER 2015 - FEBRUARY 2016

- Designed and developed the end-user experience for Trackr, a Ruby on Rails application created to streamline our adaptation and utilization of 4DX Methodologies at Bisk.

BISK / THEBUSINESSOFGOODFILM.COM   JANUARY 2016 - FEBRUARY 2016

- An introductory experience to YALI, an initiative by The Mandela Washington Fellowship and The University of Notre Dame as well as The Business of Good Film, a documentary

- Designed from the ground up and without any frameworks to mimic a single page application experience.

GARYDACANAY.COM / DESIGNER AND DEVELOPER   2012 - 2016

- Created concepts and prototypes for the initial phase of the website.

- Maintained an open line of communication with the client throughout development and made changes when necessary.

- Approached in 2013 to update the website in order to showcase new content and once more in 2016 to rebuild the website from the ground up to create a new and modern mobile-first experience.

ADDITIONAL EXPERIENCE

METROFORSTEAM.COM / DESIGNER AND DEVELOPER   2012 - PRESENT

- Designed initial concept; learned Valve's proprietary style and layout language system.

- Simplified and streamlined the original code to improve rendering performance.

- Developed prototypes; maintained and updated the theme to implement new features and bug fixes.

- Integrated community feedback and ideas into the final product; created mobile-first website to increase exposure.

- Downloaded hundreds of times a day.