

DOMINIC MINISCHETTI III

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TECHNICAL SKILLS

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|----------------------|----------------------|-------------|
| 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

AUGUST 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.

- 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.