

## Mitch De Castro

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### Design Tools

Sketch, Figma, Principle, After Effects, InVision, Zeplin, Keynote, Illustrator, Photoshop

### Operational Tools

Google Suite, Slack, Hipchat, Dropbox, Zoom, Webex, Skype, Jira, Confluence, Trello, Quip, Harvest/Forecast

### Methodology Experience

Waterfall, Agile Development

### Education

BFA Graphic Design 2017  
Kean University  
Union, NJ

## Senior Product Designer

Big Human in New York, NY

August 2020 — Present

- Leading design efforts on select client engagements
- Strategizing with company leadership to maintain new business
- Organizing & moderating weekly meetings for a team of 11 designers
- Kickstarting the company's BIPOC employee resource group

## Product Designer

Big Human in New York, NY

August 2017 — August 2020

- Collaborated with fellow designers on retainer projects
- Hired and mentored interns
- Curated the office's daily music rotation
- Managed the company's movie and video game guilds ;)

## Design Intern

Big Human in New York, NY

May 2017 — August 2020

- Worked with senior designers on various client-facing projects
- Collaborated with fellow interns on internal labs projects

## Design Intern

Aardvark Brigade in Somerset, NJ

June 2016 — August 2016

- Worked under company leadership on numerous web and print projects
- Participated in weekly stakeholder meetings
- Led the research and design of a conceptual customer feedback tool