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I'm **Stephen Zito**, an innovative UX/UI Designer specializing in creating intuitive interfaces and technologies.

My passion is collaborating with designers and engineers to improve and humanize user interactions.

Skillset:



Photoshop



Illustrator



Sketch



OmniGraffle



HTMI 5 / CSS



Javascript / jQuery

Education:

San Francisco State University

BA Industrial Arts: Web/UI Design Honors: Magna Cum Laude

Class of 2009

Experience:

2011

Freelance • Product/Visual Designer

2013 - Provided vital product and visual design services
2016 for non-profit organizations to connect individuals and families with community resources.

Vergence Labs • Product Designer

2012 - Managed 2D product design for social video
2013 sunglasses: UX/UI design of app and web platform, product branding, and marketing -- leading to the successful acquition of the company.

Tapjoy · UX/UI Designer

2011 - Re-designed both B2C and B2B mobile app used by
2012 110M MAU on over 1 billion devices, while building the design team and establishing brand aesthetic.

50 Cubes · UX/UI Designer

Researched, designed, and tested UI for 2 game titles used by 3.7M monthly active users (MAU) on Web and mobile.

Tesla Motors · UX/UI Design Intern

2010 Designed in-car touchscreen UX features and UI elements used in over 129,000 Tesla Model S Electric Vehicles.