

Hello,



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SF Bay Area, CA

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

My passion is collaborating with users and stakeholders to improve and humanize user interactions.

Skillset:



Photoshop



Illustrator



Sketch



OmniGraffle



HTML5 / CSS



Javascript / jQuery



Experience:

Freelance • UX/UI/Visual Designer

2013 - 2017
Provided vital product and visual design services for non-profit organizations to connect individuals and families with community resources.

Vergence Labs • UX/UI & Product Designer

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

Tapjoy • UX/UI Designer

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

50 Cubes • UX/UI Designer

2011
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.

Education:

San Francisco State University

BA Industrial Arts: Web/UI Design

Honors: Magna Cum Laude

Class of 2009