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SF Bay Area, CA

I'm Stephen Zito,

UX/UI Designer from the SF Bay Area, expert in creating innovative and elegant user interfaces across responsive web, mobile, native, and proprietary technologies.

I'm passionate about collaborating with diverse groups of designers, engineers, stakeholders, and customers to make technology accessible and enjoyable for users from all walks of life.

Skillset

Sketch

Photoshop

Illustrator

InDesign

InVision

Framer / Principle

HTML5 / CSS 3

JavaScript

Education

San Francisco State University
BA Industrial Arts: Web/UI Design

- Honors: Magna Cum Laude

- Class of 2009

Designed and developed responsive websites for University and clients, including design and prototyping of mobile and proprietary software interfaces.

Experience

Wells Fargo: Digital Experience Design • Visual Designer   2017 - 2018

- Instrumental in adding new mobile features and quality-of-life upgrades to the native WF app experience, resulting in a 2-star improvement in iOS App Store ratings.
- Contributed to conversion of service components and grids frameworks to Sketch + React.js, new visual design workflows, and transition to Agile-based projects.
- Delivered and tested page and component specs to developers for new service features, including mobile navigation, statement functionality, and high-traffic account overview pages.
- Educated existing designers during transition from Photoshop to Sketch, and managed new designers in learning visual design workflows and components through the buddy system.

Contract Design • Sr. UX/UI & Visual Designer   2013 - 2017

- User-centric creative design and planning for companies and non-profit community organizations.
- Design of mobile, web, and proprietary applications through established UI and UX best practices.
- User research, user flows, wireframes, prototyping, and testing for products and services.
- Clean, contemporary visual design and branding for digital and print mediums.

Vergence Labs • Lead UX/UI Designer   2012 - 2013

- Responsive consumer-facing web design for online store and social media platform.
- UX and UI Design for native mobile and web-based applications.
- Research and product design for consumer wearable HD video glasses.
- Unified aesthetic for physical products and software.
- Branding and Visual Design across multiple properties.
- Focus on hardware/software user retention and augmented reality applications.

Tapjoy • UX/UI Designer   2011 - 2012

- Creation of web and mobile product flows, design, and user interface.
- Collaboration with engineers in implementing new designs and concepts.
- Redesign of mobile and web user experience and aesthetics for consumer and B2B products.
- Conceiving UX solutions and defining product flow.
- UI Design for Tapjoy mobile games and products.
- Establishing and maintaining the Tapjoy brand.

Tesla Motors • UX/UI Designer   2010

- Design and production of interface elements for a high-resolution touch screen.
- Design of vector-based interface icons with attention to size and scalability.
- Creation of color palette and style guide to unify icons and UI elements.
- Collaboration with engineers in interface features and aesthetics.