Hello,

I'm **Stephen Zito**, a UX/UI Designer specializing in innovative and elegant user experiences for digital products across web, mobile, and proprietary touch devices.

I love collaborating with designers, engineers, and stakeholders to make technology accessible and enjoyable for users from all walks of life.

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📍 SF Bay Area, CA

Skillset

Ps Photoshop

Ai Illustrator

Sketch

in InVision

Principle / Framer

</> HTML / CSS

JS JavaScript

Education

San Francisco State University

BA Industrial Arts: UX/UI Design
Honors: Magna Cum Laude
Class of 2009

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 · Lead UX/UI 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 acquition of the product and 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.