

Tony Trucco

UI/UX Designer

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TECHNOLOGY

Languages and Frameworks:

JavaScript, React, Bootstrap, CSS3/SCSS, styled-components, HTML5

Applications and Knowledge:

Adobe CC Suite, Sketch, Balsamiq, InVision, VSCode, GitHub

UX best practices, responsive design, PURE design methodology, version control, cross-browser support, mobile optimization, user testing

EXPERIENCE

Everything But The House

March 2020 – Present

UI/UX Designer

Responsibilities and Achievements:

- Lead the creation of a new design language for EBTH to use across desktop and mobile applications. This included initial mockups presented to leadership stakeholders through to the implementation process.
- Designed and helped create an interface for live auctioning with video capture capabilities.
- Responsible for creating all mockups and user-flows for the EBTH digital experience, including internal applications for employees and external-facing sites and apps.

Tangram Flex

October 2018 – March 2020

Front-End Designer / Team Lead

Responsibilities and Achievements:

- Responsible for creating the overall look and feel for the Tangram Pro web application.
- Managed workload and prioritized tasks for the front-end team, gathering requirements and distilling customer problems and requests into workable user stories.
- Created and presented design mockups for all customer-facing features, incorporating changes and additions in an agile and fast-paced work environment.
- Lead user interviews with internal customers, ensuring that implemented features met their expected needs.
- Met bi-weekly with application stakeholder, presenting initial concepts in a design review format for feedback and assurance of strategic alignment.

Axcess Financial

February 2018 – October 2018

Front-End Designer

Responsibilities and Achievements:

- Created a cohesive design strategy for web applications, taking à la carte styles and combining them into a unified system to be used across all front-end projects.
- Established best practices for style sheets and implemented an extensible method for styling across the development team.
- Responsible for creating all initial designs for new pages and features, requiring communication and coordination across multiple departments.
- Managed implementation of designs from prototype to production, ensuring a suitable user experience across all responsive breakpoints.

CompleteSet

May 2016 – January 2018

Front-End Engineer

Responsibilities and Achievements:

- Learned React methodology and rewrote entire front-end code-base from .erb into React in less than three months.
- Designed and implemented numerous feature changes to the main website to increase mobile-friendliness and reduce user frustration. This included an improved search flow and dramatically reducing the footprint of imagery across the site, utilizing services such as Cloudinary to deliver optimized images.
- Built, tested, and launched a new bidding feature in less than two months. In October 2017, this feature won Best New Product at the Greater Cincinnati Venture Association Awards.
- Created a code-repository template to increase the speed at which new products and sites could be designed and launched.
- Managed and built the entire front-end for a client-facing subdomain, utilized by collectible sellers to list and ship products.

NIOSH – Contracted through CACI

July 2015 – May 2016

Web Author

Responsibilities and Achievements:

- Managed the development and distribution of web content for all of NIOSH through the proprietary CMS system.
- Collaborated with clients and the Visual Communications team to create graphics and presentations that communicated complex, scientific topics to the general public and other target audiences.
- Guided the process of updating NIOSH's custom web ticket system into a robust and easy-to-use application that could be implemented institute-wide.
- Worked with the Branch Chief of the Information Resources and Distribution Branch to update intranet pages with a more intuitive and user-friendly design.
- Received three Flying High awards in less than a year for going above and beyond the requirements of the position on multiple occasions.

Top Gun Sales Performance

Apr 2012 – July 2015

Interaction Designer

Responsibilities and Achievements:

- Lead UI/UX designer for all client-facing applications, responsible for meeting business requirements and targeted goals between clients and the development leads.

- Lead developers through the construction of front-end interfaces using Foundation, HAML, SASS and Angular.
- Built testing scenarios and lead user testing for applications.
- Developed and implemented a new style guide and brand.
- Lead the design and UX effort for an online, resource viewing application. It was implemented to simplify the complex process of sharing internal resources.
- Created 'Welcome' touchscreens for the Mason Tech Center. This included designing each page, mocking up all interactions, and implementing the entire front-end design in one week.
- Acted as lead designer and project manager for interactive menu boards for an external client.

Hobsons

Nov 2008 – Mar 2012

Web Designer

Responsibilities and Achievements:

- Lead designer for Hobsons' Professional Services, directly responsible for generating \$600,000 of revenue annually.
- Standardized HTML/E-mail professional services to improve cost of services.
- Created, from inception to production, Hobsons' Flash-based Group Chat application using Adobe Flex against an asynchronous ASMX service. Designed the layout and developed all images, widgets, and UI elements using vector tools and Adobe Flash.
- Created new product offerings for Professional Services such as the Online Orientation application and Student Adviser Portal in Flash.

Personal Projects / Professional Services

Web Design, Front-End Services, Personal Art

Achievements

- Currently designing and building the front-end for a web-based music player, using SCSS and React. The goal is to allow for the exploration of personal music collections in new and intuitive ways.
- Designed and built a mobile-friendly web application for serving cards in a board game. This online system replaced an inconsistent and analog method that was previously used. New cards could also be added into the game via an online submission form.
- Created numerous designs for t-shirts utilizing multiple methods of art style, including hand-drawn, vector-based, and image-manipulated solutions.
- Painted over 100 D&D-based miniatures, incorporating various painting techniques such as dry brushing, wash painting, and edge highlighting.
- Designed and built the website for a family business, addressing multiple company needs and delivering a final product ahead of schedule.
- Redesigned and implemented the new and current user experience for a digital raffle company.

EDUCATION

University of Cincinnati

2008

Bachelor of Science in Digital Design from the College of Design, Architecture, Art and Planning