

Victoria Sgarro

WORK

Panoply Media

Junior UI/UX Designer | Oct 2017 - present

Work on Panoply's technology team to design new features for our two products: a dynamic ad platform for podcasts (Megaphone), and an audio app for kids (Pinna). Led the UX research, interface design and user testing of forecasting and reconciliation functionality in Megaphone, specifically.

Document design team processes and UI style guide, and develop best practices for collaborating with product managers and engineers.

Morning Consult

Associate Designer | Oct 2016 - Oct 2017

Joined this startup's inaugural 3-person creative team to develop our visual branding and design culture. Served as a founding member of a 7-person committee tasked with improving company culture and programming.

Led the design for half of our clients (including American Express, NBCUniversal and FedEx), and improved client intake and feedback process. Worked with project managers and developers to design dashboard websites, banner ads, marketing emails, data visualizations and pitch decks.

National Geographic Magazine

Art Research Intern | Jun 2015 - Aug 2015

Researched and fact-checked graphics stories for National Geographic Magazine, including two award-winning cover stories. Worked with the magazine's illustrators, designers and editors to concept stories, interview sources, and synthesize data.

VOLUNTEER

AsylumConnect

Creative Director | Jun 2015 - Dec 2017

EDUCATION

Studio Arts College International

Post-Bacc. Study | Sept 2015 - Apr 2016

Washington University in St. Louis

BA Comparative Literature (Honors) | May 2015

SKILLS

- Sketch, Adobe CS, InVision, Principle
- HTML, CSS, jQuery, JavaScript
- Italian, Spanish, Mandarin

AWARDS

Adobe Creative Jam, GW Corcoran

Washington, DC | Mar 2018

1st Place, Judges' & People's Choice Awards, UI/UX