Antonio Mistretta

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EDUCATION

New Jersey Institute of Technology   **Newark, NJ**
Bachelor of Science in Human-Computer Interaction   September 2014 - December 2018

- Relevant coursework include Designing the User Experience, Human Factors/Ergonomics, Usability and Measuring UX, Discovering User Needs for UX, Cognitive Processes, Analysis and System Design, and Building Web Applications

General Assembly   **New York, NY**
User Experience Design Immersive   May 2018 - July 2018

EMPLOYMENT

User Experience Consultant   **New York, NY**
Parity Partners   July 2018

- Designed a self-selecting networking platform for a growing user base of 500 members
- Collaborated within a small team to deliver a design for a self-selected networking platform that was previously hand done
- Coordinated meetings with stakeholders including company staff and external developers to assess project feasibility
- Maintained a 3 week sprint plan to keep tasks on track using the scrum methodology using JIRA

Research Assistant   **Newark, NJ**
Connections Lab at NJIT   September 2016 - May 2018

- Recruited 2000 paid participants using Mechanical Turk for an online study that was used in a published study
- Developed a custom web-based form using PHP and MySQL to collect and store user insights for analysis
- Conducted and transcribed user interviews to inform design decisions with a team environment

Data Analytics Intern   **New Brunswick, NJ**
Bristol-Myers Squibb   June 2015 - August 2015

- Built presentations for other teams based upon data analysis to inform key business decisions
- Communicated effectively between project teams on using data to lead conversations

PROJECTS

Caffeinated Lapse
Digital Blog Platform   caffeinatedlapse.com

- Designed and built a blogging platform hosted on GitHub Pages with Jekyll with a custom domain
- Integrated Google Analytics and web cookies to collect and store user behavior and preferences
- Connected a form to collect email information of consenting users for a newsletter stored on Google Sheets

Thin Ice
Responsive Browser Game   ymsimei.github.io/thin-ice

- Recreated a web game from Club Penguin in Javascript and hosted on Github Pages
- Built a responsive layout for displaying controls and handling input from keyboard or touch interfaces

ClassPass Feature Integration
Design Case Study   tailoredbytony.com/projects/classpass

- Prototyped new features to be integrated into the current mobile version of the ClassPass app
- Interviewed current users of the app to assess pain points to find user needs that align with the business goals
- Built personas from affinity mapping to prioritize features and identify participants for rounds of usability testing
- Delivered an interactive prototype built with Sketch and InVision for presentations

More projects can be found on my portfolio and github

SKILLS & TOOLS

- User Research, Ethnographies, Interviews, Personas & User Journeys, Task & User Flows, Usability Testing, Wireframing, Prototyping & Animation, HTML, CSS, SASS, JavaScript, JQuery, PHP, Python, Version Control
- Photoshop, Illustrator, Premier Pro, Experience Design, Acrobat, Sketch, Invision Studio, Omnigraffle, Abstract, VS Code