

# Stephen Zito

## UI/UX Designer

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2007 San Francisco State University  
- 2009 BA Industrial Arts: UI / Web Design  
Honors: Magna Cum Laude



### Tapjoy UI/UX Designer

- 2011 • Lead UI/UX Designer rebuilding the entire B2B console and dashboard.
- 2012 • Creation of all web and mobile product flows, design and user interface.
- Collaboration with engineers in implementing new designs and concepts.
- Conceiving UX solutions and defining product flow.
- UI design for Tapjoy mobile games and products.
- Design and maintenance of web and mobile properties.
- Establishing and defining the Tapjoy brand.

### 50 Cubes UI Designer

- 2011 • Interface design for multiple leading Facebook games on mobile and web platforms.
- Design of main game screens and interface elements.
- Complete interface re-design for iPad game port.
- Creation of vector and raster game graphics.
- Promotion of game updates through daily marketing images.

### Tesla Motors UI / Visual Design Contractor

- 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 to unify icons and interface elements.
- Communication of function and aesthetics between engineers.

## Software

### UI/UX

Photoshop  
Illustrator  
InDesign  
Fireworks  
OmniGraffle  
Flash  
Cinema 4D

### Frontend Dev / CMS

Coda / TextMate  
Wordpress  
Drupal  
Magento



## Skills

### UI/UX

Clean, Minimal User Experience  
Grid-Based UI Design  
Responsive Web Design  
iOS / Android / Proprietary Interfaces  
HTML5 / Flash Facebook Apps  
Vector / Raster Icon Design + Branding

### Front-End Development

XHTML / HTML5 / HAML  
CSS2 / CSS3 / SASS  
jQuery  
PHP



## Experience

- Dedicated, project-oriented team member.
- 10 years of UI / graphic design experience.
- Individual and collaborative design of start-up to enterprise level web sites and interfaces.
- Ability to design and code each project to achieve the most user-friendly experience.
- Well-trained eye for interface design principles and gestalt.