STEPHANIE CICCONE

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EDUCATION

BFA in Communication Design

Texas State University - San Marcos | 2010

SKILLS

Product Design

User Interface Design

User Experience Design

Art Direction

Illustration

User stories & user flows

User testing

Wireframing

Prototyping

Basic HTML / CSS knowledge

TOOLS

Figma	Miro
Sketch	Photoshop
Zeplin	Illustrator
Abstract	InDesign
Invision	After Effects

NOTABLE CLIENTS

Disney	University of Kentucky
Marvel	AT&T
iFLY	iDonate
Caesars Entertainment	Frost Museum of Science
Accenture	BB&T
Cigna Healthspring	CAT
Mission Workshop	Global Payments
Starbucks	National Geographic
YouTube	Sonic

References available upon request

EXPERIENCE

Experience Design Lead

Sr. Interactive Designer *(October 2016 - March 2019)*

Accomplice LLC | October 2016 – Current

- Set overarching design direction and strategy for experience-based digital products—primarily responsive web enterprise software, experiential installations
- Collaborate directly with product managers, developers, animators, and content strategists to create aligned UI/UX design—including the construct of user flows, wireframes, moodboards, visuals design, prototyping, user testing, product functionality documentation
- Actively participate in sprint planning, backlog maintenance, retrospectives, and QA documentation to increase quality of product builds
- Educated external marketing teams about ADA compliance and ensured projects upheld best practices
- Led transition from Sketch, Zeplin, Abstract, and Invision to Figma, creating new project/design process
- Manage project-based team of designers, including mentoring and fostering the growth of newer designers through goal-setting and direct one-on-one conversation

Art Director

Fjord | December 2015 – September 2016

- Led project-based team of designers and established visual design strategy for responsive web and native iOS/Android apps
- Served as ambassador during company acquisition, traveling to Swedish office to collaborate with international offices
- Worked directly with UX designers to push functional borders and innovate
- Spearheaded company transition from Photoshop to Sketch

Art Director

Product Designer *(August 2012 - February 2014)*

Chaotic Moon Studios | August 2012 – December 2015

- Led design team for Chaotic Moon's two flagship clients (Disney, Marvel) as in-house designer for 2 years, significantly contributing to overall company growth
- Led 20 client-based responsive web and native iOS/Android app projects
- Created ADA compliance guidelines for all web and application designs for Frost Museum of Science

OTHER RELATIVE EXPERIENCE

Product Designer

Mobius Mobile Solution Partners | November 2011 – August 2012

Product Designer

Appiction LLC | December 2010 – October 2012

Graphic Designer

Miller & Associates Civil Engineering Firm | May 2007 – August 2007