

# Antonio Aiello | UI & UX Designer

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## Summary

User-centric designer with 6+ years of professional UI & UX design experience, including mobile, web and desktop app development. Senior designer responsible for product design from beginning to end, executing on the design itself while making sure the entire end to end experience for people using those products is as enjoyable as possible.

**Tools** Sketch | Photoshop | Illustrator | Principle | Marvel | Zeplin | Invision | After Effects

## Skills

- iOS, Android, Web and Desktop app development, with strong emphasis on responsive design
- Putting good ideas through the design process: researching, wire-framing, prototyping, usability testing

## Experience

### Lead UX Designer - Mobile App

#### J.P. Morgan Chase & Co. | Oct 2016 - Current

- Working on the Chase Mobile Banking application for iOS and Android platforms with cross-disciplinary teams across the nation, defining design language & vision for future iterations of the product.
- Conducting extensive user-research studies pertaining to every aspect of the product life-cycle, spanning from in-person branch level, to out-of-the-box experience of the application and beyond.

### Lead UI & UX Designer

#### Revel Systems, San Francisco | Jan 2013 - Aug 2016

- Created intuitive UX for products which facilitated the growth from a local company with ~20 employees to an international company with 750+ employees.
- Designed UI & UX for all of the company's products which are implemented across 6,000+ businesses worldwide including Shell, Focus Brands and Super Bowl 50.
- Led the design vision and execution of software, marketing collateral and company website content. Managed three UI & UX designers, guiding them through design processes.
- Executed the concept, design, launch and marketing of numerous product types including Point of Sale systems, mobile applications, self-service kiosks and e-commerce software.
- Discovered UX pain points from stakeholder feedback and implemented changes in collaboration with Product Management, Engineering and Marketing departments.
- Championed the effort to increase usability and reduce support calls by implementing UX enhancements; accomplished by conducting frequent user testing for all current products.

**Education** BFA in Game Art & Software Development, The Illinois Institute of Art - Chicago | 2009