

Anthony Maligno

UX Design Manager / Designer

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About Me

With over 12 years of digital art direction and UX design I bring a rich and diverse work background into the process of delivering quality user experiences across multiple platforms. With a friendly, proactive team approach, I help drive the user centered design process through rigorous research, iterative design and regular user feedback to create quality easy to use experiences.

Tools

Adobe XD	Google Suite
Invision	Microsoft Office
Balsamiq	Jira
Lucidcharts	Trello
Illustrator	Scrum
Photoshop	Perforce
CC Animate	
InDesign	
Dreamweaver,	
After Effects	

Education

Norman Nielsen User Centered Design seminar in San Francisco 2009

University of Central Florida, Orlando, FL 2007
Master of Science in Interactive Entertainment

Flagler College, Saint Augustine FL 2004
Bachelor of Science in Graphic Design

Hobbies

- Knife and Tomahawk throwing
- Archery
- Sword Making (wood and metal)
- Martial arts
- Yoga
- Illustration, and painting
- Advanced study of zombies
- Coop world saving via PS4

Work Experience

Bohemia Interactive Simulations- Orlando, FL July 2015 - Present
Sr Design Manager and Lead UX/UI designer

- Manage a team of UX designers, mentoring them on best practices
- Established a user focused design process across an international design team in 4 countries
- Implement new product designs and refine user experience on existing products based on user testing feedback
- Transitioned the company to HTML5 based user interface for new products to ensure easier iteration and more flexible distribution
- Worked closely with product management to define the goals for new features and determined the best UX and UI to implement for an easy to use and intuitive experience for new users.
- Ui wireframing, rapid prototyping and final interface design as well as interactive prototypes.
- VR flight simulator prototype ux design - prototyped ux for oculus rift and leap motion simulating the full cockpit control for fighter jets

Atmos Apps - Gainesville , FL Oct 2014 - August 2015
Lead UX/UI design for mobile apps

- Redesign UX for new homepage using dashboard interface
- Wireframing, mock ups and final interface design of app
- Client and Stakeholder interviews around user experience flow
- Mock ups for user experience flow
- Onboarding new user experience comps

Blue Shell Games- San Francisco, CA February 2012 - Oct 2014
Lead UX/UI design for mobile apps

- Responsible for overhauling the visual style for entire product
- Worked closely with programmers and producers to define game play and creative pipelines
- Responsible for: Ui/UX , animation , illustration, ui, mentoring and leading contract artists, porting games to ios
- Manage outsourced art and internal art teams

Google/Youtube , San Francisco, CA June 2010 – November 2011
Design Manager

- Managed art and design team across multiple apps
- Provided a design, and art direction for all creative assets
- Managed and supervised the creative process for 18 artist and designers including: brainstorming, critiques, meetings with external contractors and delegation of lead roles within the team as well as micro teams focusing on targeted content.
- Worked closely with the executive producer and metrics team to guide the creation of content to maximize the revenue per user based on existing sales trends of virtual goods.
- Managed external design teams of 3 remote Asian contracting companies.