



CHRISTINA VALENTIN

SENIOR UX/UI DESIGNER

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407-666-7415

EDUCATION

VALENCIA COLLEGE

Orlando, FL

2007 - 2010

- Associates of Science Degree in Interactive Design
- Technical Certificates in Interactive Design Support and Production

TOOLS

Sketch App, Invision, Zeplin, Figma, Draw.io, LucidChart, JIRA, Photoshop, Illustrator, InDesign, Unity, After Effects, Premiere, Microsoft Office, Visual Studio, WordPress

LANGUAGES

HTML5/CSS3, jQuery, JavaScript, Angular, C#, XML

ACCOMPLISHMENTS

- ACT! Awareness Combats Trafficking project was presented to the United Nation Commission on the Status of Women
- ACT! Awareness Combats Trafficking project won two Silver in 2014 Horizon Interactive Awards Competition in the Mobile Apps-Games and the Mobile Apps-Education categories
- ACT! Awareness Combats Trafficking became a finalist in 2014 the Serious Games Showcase & Challenge
- Crash Cart Countdown became a finalist in the 2015 Serious Games Showcase & Challenge

EXPERIENCE

SENIOR UX/UI DESIGNER

GreenSky LLC., Atlanta, GA

June 2017 - Present

- Create user flows, customer journey maps, wireframes, mockups, and prototypes for a variety of fintech related projects
- Revise and iterate on designs based on design reviews, usability testing, A/B testing, customer support and business feedback, and usage data
- Work with product teams and internal departments to design and visualize the future of the end-to-end customer experience
- Design usable and elegant product experiences across all types of devices/platforms
- Design and develop dynamic design system to use across multiple products and align with design and development teams
- Illustrate icons and graphics across products for consistent branding

UX DESIGNER

Promethean Inc., Alpharetta, GA

May 2016 - June 2017

- Solve problems by developing and iterating conceptual designs, wireframes, prototypes, and agile-ready specifications for web and mobile platforms.
- Responsible for all aspects of the product's visual design, information architecture, and interaction model, as well as the overall usability and customer facing components of the product
- Driving simple, intuitive, compelling, and consistent feature designs that align closely with the pace of the product's epic and story development timelines and the team's sprint planning activities

INTERACTIVE DESIGNER, UI/UX DESIGNER

Engineering and Computer Simulations Inc., Orlando, FL

October 2010 - April 2016

- Design high quality UI layouts for training software, web and mobile applications
- Develop custom Unity components with NGUI, UGUI, and C#
- Strengthen brand identity through re-design of company website, print and web marketing graphics
- Produce UI wireframes, storyboards, and prototypes used to build interfaces for a variety of projects
- Produce videos for company marketing and products
- Record and edit voice over audio for marketing and training videos
- Collaborate with the engineering team through daily scrums and design meetings
- Participate in Quality Assurance, Game Testing, and Bug Reporting
- Manage designers to ensure the best creative solutions are realized, implemented and delivered