

Gary Crisostomo

UX/UI Specialist | Interaction Designer

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Experience

Senior UX/UI Designer

Gunnison Consulting Group, Inc.

Dec 2020 — Present

- Pioneered the conceptualization and execution of the United States Census Bureau's 2030 Geographic Update Partnership Software (GUPS) and Listing and Map Application (LiMA). Conducted comprehensive user interviews, leveraging insights to guide UX content audits. Executed the entire design process, from ideation through wireframing and prototyping, ensuring seamless collaboration with developers via Zeplin. Maintained strict adherence to Section 508 accessibility standards, guaranteeing universal usability.
- Led the product design initiative for NHANES-CDC mobile clinics, optimizing interior applications across various platforms. Conducted user interviews to collect valuable feedback, presenting interactive UI concepts. Implemented iterative design refinement based on user input, significantly enhancing the overall user experience for mobile, tablet, and desktop interfaces.
- Spearheaded the integration of user-centered design methodologies at the U.S. House of Representatives, transforming access to the Cornerstone internal training library's 30,000 videos. Conducted thorough tree testing to streamline web architecture, redesigned the UX content strategy, and executed A/B testing with users for validation. Achieved a notable 5% increase in employee engagement among a user base of over 10,000 through these strategic improvements.

Product Designer

Varian Medical Systems

Mar 2023 — Sep 2023

- Spearheaded the ideation, design, and development of the Symphony mobile application, a revolutionary tool aimed at empowering cancer patients and clinicians through simulation.
- Conducted in-depth usability research sessions with physicians and radiation therapists to ensure Symphony addressed the specific needs of healthcare professionals while aligning with patient-centered goals.
- Implemented an iterative design process based on user feedback, refining Symphony's user interface to provide an intuitive and immersive experience for patients while meeting the professional standards expected by clinicians.

Strategic Communications Consultant

GreenZone Solutions, Inc.

Apr 2020 — Dec 2020

- Drafted and iterated UI enhancement concepts from wireframe to prototype, subsequently conducting A/B testing.
- Utilized iterative prototyping and mixed-user testing methodologies in the UI design of USCIS's Analyst Directory, resulting in an impressive 11% increase in web interaction.
- Orchestrated and facilitated collaborative design workshops with stakeholders, developers, and UX professionals to promote cross-functional alignment and ideation.

Education

MS Human-Computer

Interaction Design

University of California, Irvine

Sep 2023

BA Studio Art/Graphic Design

University of Maryland

May 2019

Skills

UX Research
UI Design
Interaction Design
Agile Development
Information Architecture
Wireframing
Prototyping
Usability Testing
Section 508 (Accessibility Testing)
Design Systems
Visual Design

Tools

Figma
Adobe XD
Adobe Illustrator
Adobe Photoshop
Sketch
InVision
Marvel App
Flinto
Zeplin
Anima App

Development

HTML
CSS
Javascript

Awards

Silver Addy (App Design: Omni)

American Advertising Federation

Feb 2023

Bronze Addy (Digital Creative Technology: Omni)

American Advertising Federation

Feb 2023

Visual Designer

University of Maryland
May 2018 — Jul 2020

- Pioneered the user interface design and development for the TV UI wall dashboard at the Global Crossroads Atrium.
- Supported graphic development for the Office of International Affairs (OIA), encompassing social media visuals, flyers, newsletters, and signage.
- Spearheaded the creation of the university's inaugural design system for international and student exchange, fostering a cohesive and consistent visual identity.

UX/UI Designer

Organon Advisors, Inc.
Jul 2019 — Apr 2020

- Analyzed competitive landscape within federal defense intranets, informing iterative redesign and prototyping of micro-interactions on the Defense Information Systems Agency (DISA) intranet homepage.
- Crafted wireframes and realized mobile and watch interfaces for a fitness-sharing app, ensuring a seamless user experience across multiple devices.
- Employed comprehensive usability testing and interviews to meticulously collect insights into the needs of the target audience, driving informed design decisions.

Experience Strategist

Prince George's Arts and Humanities Council, Inc.
Jan 2018 — May 2019

- Championed open studio art tours, public art initiatives, and art education by consistently refreshing PGAHC.org with new content four times a week/month.
- Produced over 30 on-brand art pieces and layouts every month for diverse applications including print and digital signs, banners, posters, annual reports, and flyers.
- Conducted a comprehensive competitive analysis on art councils, extracting essential features to integrate into the Maryland Arts Directory's user interface.

Experience Strategist

State Department Federal Credit Union
May 2014 — Feb 2015

- Enhanced the information architecture of SDFCU.org and SDFCU Mobile Banking platforms by conducting thorough user research and implementing effective card sorting techniques.
- Produced wireframes, visual mockups, and interactive prototypes to craft and refine the user interfaces for the SDFCU Mobile Banking app.
- Achieved notable enhancements in SEO ranking and traffic, achieving increases of up to 18%, through the strategic management of keyword portfolios and the integration of impactful illustrations.

Professional Development

Data-Driven Design:

Quantitative Research for UX

The Interaction Design Foundation
Nov 2021

Accessibility:

How to Design for All

The Interaction Design Foundation
Nov 2021

UI/UX Design Specialization

CalArts via Coursera
Sep 2019

Web Design:

Wireframes to Prototypes

CalArts via Coursera
Sep 2019

Web Design: Strategy and Information Architecture

CalArts via Coursera
Aug 2019

UX Design Fundamentals

CalArts via Coursera
Jul 2019

Visual Elements of User Interface Design

CalArts via Coursera
Jun 2019