

# Celine Fucci

## Product Designer

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As a detail-oriented product designer with experience in web development and business thinking, I work collaboratively with peers to design systematically, fulfill user needs, and craft unified interactive experiences.

## Experience

### Product Designer @ Freelance

September 2020 - Present | Remote

- Collaborated with a team of designers to conduct usability tests and strategically iterate on an interactive prototype for owners to track the location of their dogs
- Partnered with three team members to research, wireframe, and design a mobile app against the clock that became a **Hackathon Finalist among 139 teams**

### Product Designer @ Sustaio

Case Study 

July 2020 - August 2020 | Remote

- Interfaced with clients and engaged in agile sprints to produce a user-centered design system that resulted in a **crowdfunding campaign and App Store release**
- Strengthened the usability case of a product by creating user flows and wireframes that maximized design efforts and **saved future development time and funding**

### Business Systems Analyst @ MetLife

November 2018 - December 2019 | New York City, NY

- **Tested the behavior, flow, and experience** of a legal application by navigating through a series of **300+ tasks** to certify that it was ready for launch
- Spearheaded the transition from a legacy reporting system to Jira, an agile project management tool, leading to increased team alignment and workflow improvements

### Front-End Web Developer Intern @ MetLife

June 2017 - August 2017 | Cary, NC

- Engineered a fully functional enterprise application from inception to deployment that **yielded \$32,000 in annual savings** and contributed toward business goals
- Enabled the retirement of a legacy application by leveraging web-based technologies such as HTML, CSS, and Angular to boost code efficiency

## Accomplishments

- Top Writer in Design, Medium
- Finalist, UX Result Hackathon

## Education

### UI/UX Design Certification, Flatiron School

March 2020 - September 2020

- Focused on four core projects over the course of 24 weeks
- Integrated business objectives with design goals set by clients

### B.S. Interactive Media & Game Design, SUNY Polytechnic Institute

August 2014 - May 2018

- Summa Cum Laude
- Chancellor's Award for Student Excellence

Learn More:  
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