


Michael Caristo

Software Engineer / Digital Artist

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CAREER SUMMARY

Ten years of experience covering many areas of Information Technology, including project management, graphic design, sales, and web development / application development. I consistently assess and refine my skill-set through projects, self-study and research, attending conferences, and formal training.

EXPERIENCE



- Nexient** 02/2018 - Present
UX Developer
 - Empower users through empathetic, user driven design.
 - Design interfaces: low-fi & hi-fi wireframes, comps.
 - Empathy maps, user research, and Design Thinking processes.
- IBM** 04/2016 - 08/2017
UX / UI Developer - Emerging Technologies
 - Angular front-end development using Bootstrap & Material Design
 - Ionic front-end app development
 - Design, build, test and deploy Integration solutions for clients
- PixelSpire** 06/2014 - 04/2016
UX / UI Developer
 - Cross-platform app development
 - Game Design / Development
 - Web Development
 - Photography
- UNITE International** 06/2011 - 06/2013
Web Master
 - Entirely responsible for the design and maintenance of website. Responsible for SEO.
 - Design flyers, logos, and other print and digital media.
 - Design applications for the Arrive Alive Program.

SKILLS

 **Designer** ●●●●●●●●●● **Developer** </>

- Angular JavaScript HTML5 CSS Sass JS
- 3D Modeling Vector Art Design Thinking Photography
- UX Design Agile
- Responsive Design Web API / REST
- Cross-Platform Application Development









PERSONAL QUALITIES

-  Leadership / Mentor
-  Time Management
-  Technology Enthusiast
-  Health Conscious
-  Critical Thinking Skills
-  Good Listener
-  Beat Mike Tyson on NES
-  Non-Smoker

EDUCATION

- Ferris State University** 01/2010 - 09/2013
Digital Animation & Game Design
- Oakland Community College** 08/2006 - 09/2009
Software Engineering
Associate of Applied Science

INTERESTS

-  Travel
-  Robots / IOT Devices
-  Games
-  Photography
-  Fitness
-  Sustainability
-  Art
-  Swimming