
Stanley Flomin

UX/UI LEAD DESIGNER

88 Boulevard, Apt 306
Passaic, NJ 07055
(201) 815-8739 |
stanley.flomin@gmail.com

Portfolio: www.coroflot.com/flomin/portfolio
LinkedIn: www.linkedin.com/in/sflomin
Case Study: <https://www.uxfol.io/stanley.flomin>

WORK EXPERIENCE

Cognizant Technologies / Lead UX Designer

2013 - PRESENT, NEW YORK CITY

I design the UX & UI for scalable back office products which support the financial industry. I lead our design team and closely work alongside them to create products that leverage blockchain technology, big data visualization, as well as other B2B & B2C platforms.

I collaborate closely with stakeholders, business, and developers in an agile environment. I create requirements, prototypes, final designs, and run initiatives to iterate products based on user feedback. I design for both adaptive & responsive platforms (4k, desktop, tablet, mobile, native apps).

My leadership and guidance helps to bringing products from conceptualization to release. Most of these products have resulted in significant ROI.

Multimedia Solutions / Producer & Visual Designer

2010 - 2013, NEW JERSEY

Designed B2B & B2C websites and products for multi-platform experiences (desktop / mobile).

SKILLS

UX Methods & Design:

Lean UX • User flows • Storyboarding • Usability Testing • Wireframes, hi-fi visuals with Sketch / Adobe Suite • Rapid Prototyping • Motion design with After Effects

Collaboration:

Facilitating design iteration • Self Starter • Detail oriented • Flexible • Communicative

Development:

Up to date with development trend capabilities HTML / CSS • Javascript • Angular/React • Tableau / D3 & other data viz platforms • Blockchain

EDUCATION

School of Visual Arts, NYC -

BFA in Computer Art

2004 - 2008

Managed large client creative needs such as advertisements, commercial storyboarding, and 3D virtual tours.

- Examples: www.bd.com | www.snb.com | www.paulweiss.com | www.cohnreznick.com

Tamotion / Director & Motion Graphics Artist

2008 - 2010, NEW YORK & NEW JERSEY

Responsible for art direction & creation of live video educational college videos. Assisted in editing scripts, directing stage actors and storyboarding. Lead team to create animations, intro/outros, lower thirds, color correction, green screening and compositing.

Gaia Industries / 3D Generalist Intern

2007 - 2008, NEW YORK CITY

Created art assets for XBox360 Live games. Responsible for 3D modeling, UV mapping, rigging, texturing, animation and world design.

- Released the following titles: Wing Commander Arena, MLB Stickball, Organic Panic (EAG).

Kinderclassics LLC / Graphic Artist

2002 - 2005, NEW JERSEY

Responsible for creating newsletters, ads, brochures, magazine layouts, image retouching and trade show displays. Manage & organize image asset library.