

## Anthony Maligno

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## Lead User Experience Designer

My goal is to foster a collaborative environment within my team and design amazing products. I use a user centered design approach to find the best possible user experience through prototyping, testing and validating design solutions. With over 10 years experience as a creative lead in UX, UI, Graphic Design, and Art direction in a variety of platforms and digital mediums I have the ability to adapt to any project and deliver top quality.

### Skills

Wireframing, Interactive Prototyping, Visual Mockups, Visual Design, Interaction Design, Graphic Design, Icon creation, Illustration, Motion Graphics, Storyboards, Heuristics, User testing, User Surveys, Stakeholder interviews, excellent communicator and collaborator, management experience.

### Tools

Axure, Invision, Balsamiq, Lucidcharts, Illustrator, Photoshop, Flash, InDesign, Dreamweaver, After Effects, Pencil & Paper, Whiteboards

### Experience

**Bohemia Interactive Simulations-** Orlando, FL July 2015 - Present  
UX Manager and Lead UX/UI designer for Military simulation software.

#### VBS 3 ( Virtual Battle Space)

- Manage a team of UX designers, mentoring them on best practices
- Established a user focused design process across the international design team,
- Implementing new product designs and refined user experience on existing products.
- Transitioned the company to HTML5 based user interface for new products.
- Worked closely with product management to define the goals for new features and determined the best UX and UI to implement for an easy to use and intuitive experience for new users.
- Ui wireframing, rapid prototyping and final interface design as well as interactive prototypes.
- VR flight simulator prototype ux design - prototyped ux for using oculus rift and leap motion for control, simulating the full cockpit control usage for a fighter jet.

**Atmos Apps** -Gainesville , FL Oct 2014 - August 2015

Lead UX/UI design for mobile apps

#### MPR app

- Redesign UX for new homepage using dashboard interface
- Wireframing, mock ups and final interface design of app

#### Unannounced transportation and shipping app

- Client and Stakeholder interviews around user experience flow
- Mock ups for user experience flow
- Onboarding new user experience comps

**Blue Shell Games**, San Francisco, CA February 2012 - Oct 2014

Art Director/Art Manager

#### Lucky Slots - Facebook and IOS slot game

- Responsible for overhauling the visual style for entire product

- Worked closely with programmers and producers to define game play and art & animation pipelines
- Responsible for: Ui/UX , animation , illustration, ui, mentoring and leading contract artists, porting games to ios
- Manage outsourced art and internal art teams

Lucky Bingo - Facebook and IOS bingo game

- Responsible for ramping up art team on product and defining initial art style

Lost Treasure of the copper slots

- Direct contributor in art production, animation

**Smule**, San Francisco, CA November 2011 – February 2012

Art Director/Digital Artist

Sing Robot Sing - UX, UI, 3D modeling for Karaoke IOS game

Magic Guitar - UI UX redesign of IOS game

- Responsible for overhauling the visual style for entire products .
- Worked closely with programmers and producers to refine gameplay and animation pipeline.
- Responsible for: 3D animation, character modeling character development, 3D asset creation and Ui/UX.

**Google/YouTube**, San Francisco, CA June 2010 – November 2011

Staff Designer ( Design Manager)

Super Poke Pets (Facebook, Myspace, Hi5, Beebo))

- Managed art team
- Provided art direction and critique for all game assets

**Pool Party** and **Photovine** ( iphone social apps)

- Oversaw production of design on photovine and Pool party iphone apps.
- Managed and supervised the creative process for 18 artist and designers including: brainstorm, critiques, meetings with external contractors and delegation of lead roles within the team as well as micro teams focusing on targeted content.
- Worked closely with the executive producer and metrics team to guide the creation of content to maximize the revenue per user based on existing sales trends of virtual goods.
- Managed external design teams of 3 remote Asian contracting companies.

**The Broth**, San Francisco, CA July 2009 – July 2010

Art Director

**Barn Buddy** (Facebook, Myspace, Hi5, Beebo)

- Worked on Barn Buddy farming app/social game on Facebook, which earned Top 10 recognition in Fall of 2009, as well as numerous smaller social games.
- Created 2D art assets from concept to finalized in-game assets.
- Designed UI in game and worked closely with programmers to ensure functionality and clear design.
- Managed art and design team schedules, critiques to ensure consistent delivery of assets for production.
- Worked closely with the CEO to guide creative direction of product and help plan product timeline.
- Managed external art production of remote Australian office.

**360Ed, Inc.**, Orlando, FL 2007 – July 2009

Art Director

Burn Center (PC/Web)

Conspiracy Code (PC/Web)

Conspiracy Code: Mind Bender (PC/Web)

- Created art for character and environment assets from concept to finalized in-game assets
- Designed all UI in game and worked closely with programmers to ensure functionality and clear design
- Responsible for maintaining art style throughout all 360Ed titles
- Managed art team and contract artists schedules and critiques to ensure consistent delivery of assets for production and consistency in visual style
- Storyboarded and edited all video for cinematics
- Supervised all lighting in game

## **EDUCATION**

University of Central Florida, Orlando, FL 2007

- Master of Science in Interactive Entertainment

Flagler College, Saint Augustine FL 2004

- Bachelor of Science in Graphic Design