Deja Meschino UI/UX Designer

www.dejameschino.com (password: bigHeartbeats)   www.linkedin.com/in/deja-meschino

dejameschino@gmail.com   Beacon, NY, USA

Collaborative, versatile, and creative designer able to take ideas from concept to wireframe to production. Thrives on crafting immersive experiences using empathy and design thinking while always committed to achieving outstanding results.

PROFESSIONAL EXPERIENCE

Product UI/UX Design Contractor, *Split Atom Labs*

09/2024 – 11/2024 | Melbourne, Australia

- Designed high-fidelity components and user interfaces in Figma for the iOS game Land of Livia, emphasizing accessible-by-design principles to support screen readers and users with low vision or sight loss.

Interactive UI/UX Designer, *Nickelodeon*

01/2023 – 02/2024 | New York, NY, USA

- Led the design and crafted engaging user experiences for multiple concurrent projects and new features with cross-functional teams.
- Spearheaded the design for a top-performing game and drove initiatives to establish standards and improve the visual language, workflows, and best practices across products.
- Played a key role in user testing and data analysis to optimize UX for increased engagement and retention.
- Collaborated with leadership and stakeholders on new company initiatives and provided art direction to external vendors and junior designers.

Senior UI/UX Artist, *Velan Studios*

02/2022 – 12/2022 | Troy, NY, USA

- Created wireframes, user flows, interfaces, and design documentation for Hot Wheels: Rift Rally on PlayStation.
- Implemented UI systems and components in-engine with engineers and collaborated with the iOS team for all designs and features.
- Contributed to brainstorming sessions to develop new features to enhance user experience.

Visual UI/UX Designer, *Brainpop*

11/2016 – 03/2020 | New York, NY, USA

- Designed an intuitive UI, visuals, flowcharts, animations, and interactive elements for multiple game modules.
- Worked cross-functionally with developers and pedagogy experts to define, prototype, and conduct user testing, addressing design challenges and iterating designs across web and mobile devices.

2D Game Artist, *1st Playable Productions*

04/2008 – 03/2016 | Troy, NY, USA

- Responsible for creating and implementing storyboards, sketches, artwork, assets, UI, character art, and graphic design for various Nintendo, VR, web, and mobile games.

SKILLS

Design

UI/UX Design, Visual Design, Interaction Design, Wireframes & Flows, Mockups, Iconography, Iterative Prototyping, Accessibility, Usability Testing, Cross-Platform Development, Agile Development Processes, QA, Documentation, Illustration, Storyboarding, Animation

Tools

Adobe Photoshop, Illustrator, XD, Animate, Premiere Pro, Lightroom, Figma, Unity, Google Suite, Atlassian Suite, Miro

AWARDS

Best Learning App - Noggin,
Kidscreen Awards 2024

Family and Kids - Noggin,
Webby Awards 2023

Education & Social Impact - Collisions,
Webby Awards 2018-2020

EDUCATION

B.A. in Graphic Design, Minors in Studio Art & Asian History,
Marietta College