syp vandy siligato

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Summary

I simplify the complex by deeply understanding the customer and crafting delightful solutions. Seeking a Product Designer role.

Education

M.S. in Human-Computer Interaction | Dec 2011 | 4.20/4.33 QPA
Carnegie Mellon University, Pittsburgh, PA
Universidade da Madeira, Funchal, Portugal

B.S. in Computer Science | Mar 2008 | 3.63/4.0 GPA
Minor: Entrepreneurship
Concentrations: Software Engineering, Communications
Rochester Institute of Technology, Rochester, NY

A.S. in Computer Science | May 2005 | 3.93/4.0 GPA
Monroe Community College, Rochester, NY

Experience

Co-founder | Live Offline | San Diego, CA | Dec 2016 - Present
- Driving the vision to empower the digitally dependent to detach from their phones
- Led team of three through business accelerator (Hera Labs' Launch Intensive)

Senior Interaction Designer | Intuit | San Diego, CA | Aug 2015 - Present
- Revamp and evolve internal tools to help designers, tax analysts, and developers expedite the replatforming of TurboTax
- Upleveled the MyTurboTax homepage to grow beyond the hub for common tax preparation tasks before and after filing taxes
- Re-defined the Benefit Assist application experience to bring more money into the pockets of hard-working taxpayers via government benefit programs

Interaction Designer | Intuit | San Diego, CA | Jan 2013 - July 2015
- Designed the Health Insurance section of TurboTax to allow millions of taxpayers to be compliant with the newly regulated Affordable Care Act
- Created and evangelized the Outside In initiative for TurboTax designers and researchers to interview everyday people as a reminder of our potential customers

UX Lead Designer | FICO | San Diego, CA | Mar 2012 – Dec 2013
- Led end-to-end user research, interaction design, and evaluation for three web-based fraud-detection products in banking and retail industry
- Closely engaged with stakeholders, product management, and scrum teams to elicit requirements and elaborate user stories in hybrid-agile environment

Research & Prototyping Intern | Synaptics | Santa Clara, CA | Jun 2011 – Aug 2011
- Conducted participatory design sessions and usability studies to explore and evaluate 3D gestures using the Microsoft Kinect depth camera
- Implemented and refined a variety of scrolling 3D gestures for a desktop PC

Software Engineer II | BAE Systems | San Diego, CA | Mar 2008 – Jul 2010
- Developed UI code for Geospatial eXploitation Products in C++ based off use cases and design specifications
- Designed, implemented, and tested UI for collaborative web application used by intelligence analysts for data collection and report generation

HCI Methods

Contextual Inquiry & Design
Prototyping
Wireframing
Affinity Diagramming
Storyboarding
Journey Mapping
Think-Alouds
Heuristic Evaluation
Communication Design

Applications

Sketch
Axure RP
InVision
Proto.io
Omnigraffle
Adobe InDesign
Adobe Illustrator
Adobe Photoshop

Programming Skills

Java
JavaScript
HTML/CSS
C++
C#
Python

Memberships

UX Speakeasy Meetup
Customer Experience SIG
Toastmasters International

Extracurricular

San Diego Startup Week '17 Speaker
Grace Hopper '17 Speaker
Hera Labs Startup Accelerator Graduate
Startup Leadership Program '17 Fellow
WiCHacks Workshop Lead & Coach
Intuit Codechella Hackathon Coach
Intuit Innovation Catalyst
Hip-hop and Zumba Dancer