

Mark Fiammata

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SENIOR UX/UI DESIGNER | 3D DESIGNER | ANIMATOR

Profile	Customer-centric UX Designer with experience across all phases of product design and animation. Translates and communicates engaging solutions under pressure from tight deadlines. Leverages a deep 14+ year technical and artistic background in cinematic visual effects to boost design thinking and offer unique solutions.
Experience	<p>Senior Product Designer, Facebook; Menlo Park, CA – 2019-Present Leading the design on new features for Facebook's enterprise communication solution, Workplace. Designing for scale and to adapt to different business environments. Working extensively in rapid prototyping tools to speed up iterative process with engineers.</p> <p>Senior UX Designer, Apple; Cupertino, CA – 2016-2019 Spearhead all phases of UX Design across 6 applications via web and desktop along with numerous projects not limited to user research, prototyping, design iteration, and high-fidelity UI and specifications. Strive to define strategies and design experiences regarding user points of issue and complex problems. Communicate with stakeholders to determine vision, deadlines, priorities, and specifications – up to 1,000 technical users.</p> <p>Served as the sole UX designer for a critical 3D visualization / DCC desktop QT application; contributed to web, desktop, and mobile analytics and resource management applications.</p> <p>UX Architect, Confluent; Palo Alto, CA – 2015-2016 Instrumental contributor to the creative and art strategy in a fast-paced, dynamic startup environment with rapidly evolving priorities and deadlines. Led multiple creative projects, including a website redesign and customer-facing admin tool to drive user engagement, interaction, and best-in-class user experience.</p> <p>Implemented scalable solutions to enable iterations on multiple designs with rapid feedback loops, supporting Fortune 500 clients such as Apple, LinkedIn, and Netflix.</p> <p>UX Designer, DreamWorks Animation; Redwood City, CA – 2011-2015 Established the UX team from the ground up while defining processes and managing priorities for 3-4 concurrent projects. Worked with cross-functional teams and project leaders to align vision and gather user requirements; conducted beta testing and ensured accurate specifications and documentation. Developed multiple designs for long-term release roadmap. Created high-fidelity mockups and animations, wireframes, iterations, and interactive prototypes within tight deadlines.</p> <p>Sole UX Designer on a dashboard web portal that facilitated the comparison of multifaceted data relationships of Assets.</p> <p>Department Supervisor / Sr. FX Artist, DreamWorks; RWC, CA – 2003-2011 Received multiple internal promotions due to excellence in communication, leadership, and problem-solving. Served as Head of Character Effects working with large global teams of 45+ as well as small, focused teams to complete critical milestones under pressure. Effectively managed design iterations and provided technical direction for animation, modeling, and lighting.</p> <p>Simulated, rendered, lighted, and composited phenomena such as waterfalls, smoke, explosions, clothing, and hair in high quality for features such as The Croods, Madagascar, and Shrek 2.</p>
Education	University of Art Academy, San Francisco – MFA, 1998 University of Michigan, Ann Arbor – BFA, 1994
Skills	Sketch Flinto Houdini Maya CSS C++ Principle Framer Adobe After Effects + Illustrator