

Mick Santostefano

Product Designer & UX/UI Technologist

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Education

2000 - 2004

School of the Art Institute
Of Chicago

2006 - 2007

Austin Community
College

Skills

Product Design (UI/UX), Web Design, Front-end Development, App Design, Visual Design, Prototyping, Branding, Design Systems, Design Thinking, Design Strategy, SEO, HTML, CSS.

Toolkit

Figma, Photoshop, Illustrator, Procreate, Sketch, Adobe XD, Animate, Lottie, SublimeText, Groupme, Sketchup, Slack, and countless other little helpers.

Side Projects

2017 - present

suzannasantostefano.com

Managing all digital and print design resources for our family interior design, and design build business,

2025

fullyknown.life

In early stages of developing an interactive community app. Stay tuned!

Professional Experience

2021 - 2022

Cox Automotive
Senior UX/UI Designer

Worked closely with teams to establish a cohesive design system, ensuring consistency across projects. Developed interactive prototypes using Sketch, Figma, and InVision. Assisted in conducting user research to drive innovation and improve user interfaces for both new and existing mobile and desktop applications.

2006 - present

Freelance and in-house
Diverse Design Experience Across Industries

I've worked with startups, agencies, and in-house teams across industries like IoT, UX optimization, big data, cybersecurity, AI, NLP, e-learning, retail commerce, and motion graphics. My work includes designing websites, landing pages, SaaS tools, web platforms, and apps for companies such as Dell, Intel, Spiceworks, vThreat, Cognitive Scale, Noesis, Rackspace, Y&R, Ensfire Learning, Litlingo, and more.

2020

Intel - Athena project
Senior Product Designer UI/UX

Transformed product requirements into intuitive and engaging prototypes and design solutions. Developed responsive prototypes using CSS, HTML, and industry-standard design tools such as Sketch, Figma, and InVision. Created both low and high-fidelity prototypes to

2015-2016

vThreat Cybersecurity
Creative Director

At vThreat, I managed and developed the company's brand identity, front-end application, and public-facing marketing site. I optimized the user experience and interface to improve usability and engagement while also creating motion graphics, video content, iconography, and print materials to enhance brand communication.