



Reony Tonneyck

Senior Product Designer

Manassas, VA

Detail-oriented friendly UI, UX and motion designer, and sometimes writing HTML/CSS. ♥ to learn and experiment! My passion is to bring joy through technology.

reonytonneyck@gmail.com

(703) 349-9939

Experience

Senior Product Designer

Fractal Industries

Reston, VA

Dec 2017 - Present

Fractal Industries applies artificial intelligence to solve complex, real-world problems at scale. Our Human+AI operating system, Fractal I OS™, blends capabilities ranging from data handling, analytics, and reporting to advanced algorithms, simulations, and machine learning, enabling decisions that are just-in-time, just-in-place, and just-in-context.

Responsibilities involved:

- Created and maintained a design system in Figma, to be used between all products and departments.
- Designed low-fidelity wireframes and prototypes to quickly iterate and reduce the timeframe for communicating iterations of UX/UI
- Helped mentor other designers and front-end developers, and guide with best practices

UI Designer

Avizia

Reston, VA

Apr 2017 - Oct 2017

Avizia is transforming patient care by enabling ANY provider to communicate with ANY patient in ANY place, with award-winning clinical workflow software solutions that streamline care coordination, provider collaboration, and patient engagement.

Responsibilities involved:

- Create and maintain a design system to be used between all products, devices & departments
- Helped mentor other designers and front-end developers, and guide with best practices

Education

The Art Institute of Washington

Bachelor of Fine Arts in Media Arts and Animation

2006 - 2007

Washingtonian Medal Award: for graduation

Achievements:

For being an excellent role model, good example as a student, and always helping others.

The Illinois Institute of Art — Schaumburg

Bachelor of Fine Arts in Media Arts and Animation

2002 - 2006

Tutored students in specialized areas of education (animation, drawing, design, etc.)

- Designing UI and interactions, based on user research and data, of Avizia's multi-platform mobile and desktop apps
- Bridging front-end dev team and design team, to help implement guidance of HTML/CSS best practices, interactions, and animations
- Played a role in Avizia being DC Inno's 50onFire winner in the Healthcare industry

Senior UI Designer

ONE Discovery

Falls Church, VA

Jul 2014 - Mar 2017

ONE Discovery, a technology company at its core is able to engineer solutions to challenges not addressed by commercially-available eDiscovery products. They seamlessly integrate litigation readiness, early case assessment, data processing, analytics, review and production into one robust, user-friendly application.

Responsibilities included leading UI/UX design on each SaaS based product. Worked directly with CEO, Directors & developers on vision and implementation. Helped manage overseas developers with tasks and guidelines. Creating interaction prototypes to bridge hand-off for developers as well as presenting to other team members.

Contributed coding HTML, CSS/SCSS and worked on JavaScript/jQuery + recommended various open source tools to team.

Achievements:

- Advocated modern design and collaboration tools like Sketch, InVision, Slack, Principle, Zeplin and many others to improve the work process between all team members.
- Designed new app/product branding, which branched out to company branding as well.
- Lead design (and redesigning) of core product and new admin dashboard, having a direct impact on the company's revenue and potentially the success of the company (being that it's a 2nd year startup). Feedback has been excellent!

Lead UI Designer

PlanetRisk (was iMapData)

McLean, VA

Jun 2012 - Jul 2014

iMapData Inc. specializes in data collection, information visualization, and geospatial analysis. Responsibilities involved designing visual design language of SaaS based apps, seeing process of user interface design from start to finish in collaboration with developers, and creating front-end framework while collaborating with developers. Wrote front-end

HTML & CSS, and JavaScript/jQuery + plugins using various tools.

Achievements:

- Developed and designed new company website and business cards
- Designed UI for iOS app
- Lead visual design for each core web application
- Made critical decision for development team to start using Bootstrap framework, and guided team with implementation.
- Redesigned company's core application using updated HTML, CSS and various open source JavaScript plug-ins

Senior UI Designer

SemanticBits

Herndon, VA

Feb 2012 - May 2012

Key Achievements:

- Updated look and feel of company website, as well as HTML and CSS
- Added better user experience and navigation functionality to company website
- Redesigned UI/UX for the Clinical Trials Reporting Program - National Cancer Institute; Also developed front-end framework (HTML5 & CSS3)
- Redesigned UI/UX of web app for Alliance for Clinical Trials In Oncology; Also developed front-end framework

UX Designer

25K Digital

Alexandria, VA

Jul 2011 - Dec 2011

Key Achievements:

- Redesigned 'Great American Restaurants' websites, desktop and mobile, including all restaurants www.greatamericanrestaurants.com/ www.greatamericanrestaurants.com/m - Mobile Version
- Designed User Experience and Interaction for company's new branded website and mobile site www.25kdigital.com
- Designed and programmed front end development on multiple web pages
- Designed creative and developed front end of company's mobile site
- Implemented social media plug-ins for company's sites and pages
- Provided initial concepts for user interaction and potential designs for each project
- Provided assistance with front end development of multiple web pages

Multimedia Designer

Pal-tech

Arlington, VA

Jun 2008 - Jun 2011

- Interface design, creating content graphics for e-learning courses, with Section 508 Compliant standards
- Create 3D graphics and animation with 3d Studio Max
- Illustration and animation with Flash
- Researching and collecting images, color correction, touch up and image correction
- Developing style guides, templates, and identifying best practices for FSI design team
- Collaborating with other graphic designers for new ideas, improve work flow and design techniques
- Working closely with project managers, instructional designers, developers, quality assurance team members, and subject matter experts to create most effective graphics
- Video production assistance, working with audio

Projects

Chin'M

Designed UI/UX for iOS app.

Chin'M is the original chin monster app. Record a video and flip it into a chin monster within seconds. Add personalized decorations to create a unique look. Instantly post your Chin'M to Facebook or send it directly to your contacts. This addictive app will have your friends and family laughing for days.

Google Chrome themes

Various popular Google Chrome themes I've created. My most popular one has over 22,000 weekly users! Enjoy.

Contact

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Skills

Figma

Sketch for Mac

HTML

CSS & SCSS

Motion Design

Iconography

InVision

Adobe XD

Principle for Mac

Zeplin

Illustration

Animation

JavaScript & jQuery