



GIAN COLOMBO

HUMAN SYSTEMS & UX DESIGNER



Graphic Design



User Exp Design



Instructional Design

EDUCATION

● PSYCHOLOGY, B.S.

University of Central Florida

2003 - 2008

● APPLIED SYSTEMS DESIGN, M.S.

University of Central Florida

2008 - 2011

CONTACTS

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💻 www.giandesign.com

SKILLS

Print/Digital Design

Brand/Logo Development

User-Centered Interface Design

Goal Analysis & Wire-framing

Proposal/Presentation Design

Training Systems Development

Information Architecture

SOFTWARE

Design (Adobe, Sketch, PPT)

Prototype (InVision, UD Adobe)

Build (Muse, Storyline, iSpring)

EXPERIENCE

KONK, INC

2016 - Current



● CREATIVE DIRECTOR & UI DESIGNER

Serve as the style director and UI lead for the multi-platform social networking app



- Manage creative direction for company
- Design/update UI for mobile app iterations

EDA, INC

2014 - Current



● DESIGN CONSULTANT

Operate as the go-to design guru and lead presentation/workshop developer for multiple projects and deliverables



- Develop high-profile training workshops
- Direct learning strategies and approaches
- Manage all marketing/branding assets

DIGITAL RISK

2014 - 2018



● SENIOR INSTRUCTIONAL DESIGNER

Managed all training ideation and design, while creating instructional proposals for large banking contracts (e.g., Chase, USB)



- Created training proposals for large clients
- Oversaw all training plans and graphics
- Built programs for multi-company delivery

MESH, LLC

2012 - 2014



● SENIOR HUMAN SYSTEMS DESIGNER

Served as Principle Investigator and lead designer on high-profile military contracts



- Led team on simulation training design
- Managed subs on SBIR and Navy projects

UCF IST

2010 - 2012



● INSTRUCTIONAL DESIGNER

Served as Lead Designer in research, ideation and UI design for military training



- Developed CBTs for Marine Corps & Navy
- Increased baseline competencies by 300%