



Steven Ligatsa

UI + UX Design

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Education

2008-2011

Art Center College of Design, Pasadena, CA

Bachelor of Fine Arts with Honors – Graphic Design

2006-2008

University of Leeds, Leeds, United Kingdom

Majored in Biology

Affiliations & Awards

2013

Awarded US Patent US9183195 B2

Patent Title : Autocorrecting text for the purpose of matching words from an approved corpus.

Original Assignee : Disney Enterprises, Inc.

Designed the UI & UX concept for auto-correction in order to support the Phrase-Autocomplete function which is essential in Disney products for kids such as Club Penguin and others.

2011

Los Angeles Unified School District

Designmatters, Transdisciplinary Studio

Worked with a group of four students in order to create a campaign to deglamorized gun among at-risk teens. This project was sponsored by the LAUSD.

2008-2011

Art Center College of Design

Graphic Design Departmental Scholarship

2006-2008

University of Leeds

International Scholarship

2006

Big Brother & Big Sister, Port Hope, Ontario, Canada

Volunteered as a big brother to a group of kids who did not have a male figure in their lives. Spent one day weekly for two to three hours playing and having fun with the kids.

Special Skills

Letterpress printing

Fluent in Indonesian

Experience

2017 - Present

Paradigm Claim Services

UI/UX Designer (Contract)

2016 - Present

Goal Goodies

Senior UI/UX Designer (Contract)

2016 - 2017

Syncordia Health

UI/UX Designer (Contract)

2013-2016

Alpha Hotel, Medan & Pekanbaru, Indonesia

Managing Director

Responsible for the design and business development along with the expansion of the hotels. Managed the group of staff of the hotels which resulted in hitting the sales target and beyond.

2012-2013

Disney Interactive Studios, Redmond, WA

Interaction Designer

Designed and rapid prototyped the UI & UX for the Disney Social Apps (Desktop & Mobile). Some of the apps that were designed and prototyped includes Avatar, Chat, Friends, Like Button, Auto-Correct, News Feed, Mobile, and others.

2008-2016

Freelance UI/UX Designer

Designed for numerous clients around the globe. Projects ranging from application design, mobile application design, responsive web design, and company branding, among many others.

Computer Knowledge

Strong working knowledge of:

Sketch App, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Apple HIG, Google Material Design

Prototyping tools:

Adobe After Effects, Axure, Balsamiq, InVision, Keynote, Omnigraffle

Familiar with:

Cinema 4D, Adobe Flash, Fontlab, HTML & CSS