

JOHNNY MANGO

UX Product Lead
United States Marine Corps Veteran

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PROFESSIONAL SUMMARY

Highly motivated and results-oriented UX Product Lead experienced in designing and leading the development of user-centered products. Proven ability to collaborate effectively with cross-functional teams, conduct user research, and translate insights into intuitive, user-friendly experiences. Skilled in design thinking, user experience (UX) methodologies, and visual design principles.

EXPERIENCE

Syneos Healthcare

Senior UX Designer (Contract)

October 2024 – Current

- Lead design ideation sessions through research, prototyping and development.

ThermoFisher Scientific

UX Product Lead (Contract)

January 2023 – February 2024

- Led the design and development of user-centered experiences for diverse product applications in the Genetic Sciences Division.
- Facilitated workshops and collaborated with cross-functional teams to ensure consistent and impactful creative execution.

UX Product Designer (Contract)

June 2021 – January 2023

- Contributed to program strategy, visioning, and requirements definition as a key member of the UX team.
- Developed designs iteratively, utilizing tools like Sketch, Figma, FigJam, and Miro.
- Expanded existing design system guidelines to incorporate innovative ideas.
- Delivered cohesive user experiences across various product lines.

RSA (DELL/EMC)

Senior UX/UI Designer (Contract)

August 2018 - February 2019

- Championed a user-centric approach to design and development.
- Conducted ongoing usability testing to proactively identify and address interface-related roadblocks.
- Gathered client requirements through customer interviews and led Agile UX ideation sessions.
- Created storyboards, diagrams, and conducted information architecture workshops to visualize potential solutions.

Millipore Sigma

Senior UX/UI Designer (Contract)

October 2017 - February 2018

- Developed user-centric design solutions that aligned with client marketing goals and accessibility standards.
- Ensured design concepts met WCAG 2.0 compliance and branding guidelines.
- Presented design concepts, wireframes, and mockups based on gathered user requirements.
- Produced HTML, CSS templates, and other code for interface appearance and functionality.

EDUCATION

Bachelor of Science / Interactive Media

New England Institute of Art

Certificate / Avionics Technician AE Level Class

Naval Aviation School

Fine Arts

Montserrat College of Art

DESIGN SKILLS

Workshop Facilitation
User Interviews
Persona Development
Storyboarding User Flows
Information Architecture
Card Sorting
Low-Fidelity Wireframes
Interactive Mockups
Usability Testing
Visual Design
Illustration
Accessibility

PROFICIENT

Figma
FigJam
Miro
Illustrator
Photoshop
Sketch
InVision

FRAMEWORKS

Bootstrap
Material Design
Fluent UI
Angular
React

RELATED EXPERIENCE

UX/UI Designer

Boston College

March 2017 - May 2017 (Contract)

UX/UI Designer

ERT

May 2016 - February 2017 (Contract)

UX Designer & Front-End Developer

UMASS Boston

January 2016 - May 2016 (Contract)

UX Designer & Front-End Developer

Imprivata

July 2015 - November 2015

UX Designer & Front-End Developer

VE Interactive

July 2014 - May 2015

UX/UI & Applications Developer

NASDAQ OMX

October 2012 - April 2014

MILITARY EXPERIENCE

Senior Field Service Engineer Medtronic Cardiovascular

November 2004 - February 2010

- Provided efficient service and installation support to client accounts.

Avionics Technician AV8B Harrier USMC

June 1999 - June 2004 (Honorably Discharged)

- Worked as the Lead Flight Line Troubleshooter and Avionics Shop Staff NCO
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