

Tariq Cilione

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Executive Summary:

A UX Researcher with 4+ years of experience in User-Centered Design, specializing in creating innovative and accessible products that meet users' needs, supported by strong qualitative UX research. Achieving business goals with a Human-Centered Design approach while being authentic, empathetic, and informed by a deep understanding of psychology, cognition, and human behavior, developed through years of teaching adults and adolescents. Enthusiastic about tackling complex problems and believe in having fun along the way. Expanding expertise in AI product research and design through hands-on application of Human-Centered Design methodologies and mixed-methods research.

Professional UX Experience:

UX Researcher, Freelance

May 2025 - Current

CareerCoachingPro | Remote

- Developing skills in following the Agile framework through collaborating with other designers, project managers, and direct stakeholders, resulting in an increase in new clients for CareerCoaching Pro
- Utilizing skills in web design and development to communicate research findings to key stakeholders effectively
- Regularly participating with key stakeholders in daily agile ceremonies in order to develop skills and knowledge in Agile product development
- Applying Human-Centered Design principles from the LUMA System to communicate research findings for a new AI product to key stakeholders

Web Designer

Sept. 2024 - Dec. 2024

Enormous Creative | Peekskill, New York

- Conducted strong and compelling research to build and design engaging websites using WordPress for B2B and B2C clients to meet their business goals, backed by collaborating with key stakeholders
- Facilitated stakeholder interviews to effectively design accessible and engaging responsive websites, by utilizing HCI heuristics
- Regularly communicated with key stakeholders to ensure design alignment with business objectives

UX Consultant, Freelance

Aug. 2019- Sept. 2024

TAD Excavation & Dimitri Designs | Pine Bush, New York

- Improved a medium-sized excavating company's digital experience and service design, which drove sales in new large-scale developments and new customers
- Applied UCD principles for redesigning a website by applying knowledge in UX, along with reorganizing content to improve the customer's user experience when accessing a design portfolio
- Applied hardware and software critical thinking skills to solve hardware and software issues to improve client's work experience with increasing efficiency by 80%

Paid Federal Work Study, UX Specialist

July 2021 - May 2022

Touro University Graduate School of Technology | New York, NY

- Leveraged market research with key stakeholders to drive educational and business decisions for new and current programs offered by the school
- Gathered and analyzed Quantitative Data for competitive analysis to present data and findings to key stakeholders in the school, including direct managers, program chairs, and deans, to generate solutions on improving website usability by 25%
- Collaborated with the Deans and Program Chairs to define and create program websites that represent the vision and accomplishments of the department, backed by using mixed-method approaches

Professional Teaching Experience:

Learning Experience Designer | Substitute Teacher

Jan. 2020 - Sept. 2023

Pine Bush Central School District | Pine Bush, NY

- Managed classrooms for teachers and followed lesson plans provided by the teacher to ensure students are continuing their learning
- Applied subject-matter expertise in web design, user experience, global and American history to guide high school students with their schoolwork, and adapted my knowledge to meet the needs of learners

Learning Experience Designer | Educator

Sept. 2016 - Sept. 2018

NYC Department of Education | New York, NY

- Collaborated cross-functionally with educators to design interdisciplinary lesson plans, ensuring seamless interdisciplinary knowledge transfer
- Utilized both quantitative and qualitative data to iterate on and deliver high-quality, accessible user experiences for adolescents daily to 130 students with an 80% goal completion rate
- Led and coached the school's debate team, guiding students in research skills, structured argumentation, persuasive & confident communication, and storytelling
- Defined research questions and scope for each unit of study, and executed tailored pedagogical methodologies that ensured successful user outcomes that met requirements from the NYS Board of Regents and the College Board for AP Curricula
- Advocated for and facilitated the creation of safe, inclusive spaces within the school community to eliminate barriers to learning

Education & Certifications:

Human-Centered Design Practitioner Certification
LUMA Institute

Issued: Oct. 2025

Web and Multimedia Design: UX Research | Degree GPA: 3.7 | MA: 2022

Touro University Graduate School of Technology | New York, NY

- Emphasized studies and coursework in UX Research
- Built a strong technical and design knowledge using current heuristics
- Refined and transitioned research skills from education and historical research to Human-Computer Interaction
- Built an intermediate knowledge of responsive web design using HTML/ SASS & JavaScript
- Facilitated user interviews to develop skills to understand the behaviors and thinking of people to increase user usability by 80% from initial testing
- Gathered knowledge in Human-Computer Interaction to gain a holistic understanding of human behavior when using technology
- Focused research on learning about user behavior and cognition to design solutions that are tested to generate insight and understanding of users

Adolescent Education: Social Studies, History Minor | BS: 2015
SUNY Oswego | Oswego, NY |

Professional Organization:

UXPA NYC Chapter
Member

UX Skills:

- Usability Testing Facilitation
- User Persona Design
- Service and Customer Journey Mapping
- Competitive Analysis
- Heatmaps / Eye-tracking Analysis
- Generative Concept Testing
- Market Research
- Data Analysis
- Ethnographic User Research
- Guerrilla UX Research
- Information Architecture
- Instructional Design
- Survey Design
- Summative and Formative User Interviews
- A/B Testing
- User Behavior & Cognition Analysis
- Qualitative Research
- Quantitative User Research
- Prototype User Testing
- Low Fidelity; High-Fidelity Design
- Human-Computer Interaction (HCI)
- Diary Study
- Tree Sorting
- Adult Learning Methodologies
- Human-Centered Design Facilitation

Leadership Qualities:

- Empathetic Thinking
- Confident and Engaging Presentations
- Energetic Public Speaking
- Collaboration / Teamwork
- Communicating Findings Through Compelling Written & Verbal Storytelling
- Stakeholder Communication
- Cross-functional Collaboration
- Agile sprint facilitation

Tools & Technologies:

- Figma / Sketch / Adobe XD
- Mac OS / Windows Design
- iOS / Material Design
- HTML / SASS
- Prompt Engineering
- Google Analytics
- Agile UX Methodology
- Microsoft Office / Google Suite
- Miro / FigJam / Mural

April 2021 - Current