

Christopher D'Antonio

UX Designer | XR Interaction Design

Brooklyn, NY | christopher.e.dantonio@gmail.com | [Portfolio](#) | [LinkedIn](#)

Summary

Multidisciplinary designer with a Fine Arts foundation and growing expertise in UX/UI design, digital storytelling, and emerging XR technologies.

UX / Design Experience

UX Research Assistant — New York Institute of Technology (Federal Work Study)

2025 – Present

- Teach Unity workshops introducing students to interactive prototyping and real-time 3D interface design
- Present emerging technologies including AI tools and automation workflows to students and public audiences
- Support UX research initiatives exploring emerging interaction design and digital systems

Design Intern — SunshineShiny

July 2024 – December 2024

- Designed and iterated visual assets for an upcoming animation and mobile game release
- Collaborated with developers and animators to refine UI elements and maintain cohesive visual systems
- Created reusable vector assets and supported motion testing for interactive interface components
- Improved user experience through clearer visual hierarchy and responsive interface layouts

Graphic Design Intern — Hudson River Housing

January 2024 – May 2024

- Designed posters, digital advertisements, and outreach materials supporting community programs
- Collaborated with communications staff to improve accessibility and engagement across visual campaigns
- Participated in workshops and community events to better understand audience needs and inform design decisions
- Assisted in implementing a refreshed brand identity across print and digital materials

Additional Experience

Server & Bartender — Hospitality

July 2022 – Present

Developed strong communication and problem-solving skills in high-volume service environments
Managed multiple priorities while maintaining positive customer experiences under pressure

Education

New York Institute of Technology — Master of Arts in UX/UI Design and Development (In Progress)

State University of New York at New Paltz — Bachelor of Fine Arts in Printmaking

Senior Thesis exhibited at the Samuel Dorsky Museum of Art

Dutchess Community College — Graphic Design Micro-Credential

Skills

Design Tools | Figma, Illustrator, Photoshop, InDesign, After Effects, Blender, Unity

UX Methods | Wireframing, Prototyping, User Research, Information Architecture, Usability Testing

Web | HTML, CSS, Responsive Design

Other | Motion Graphics, Illustration, Branding, Visual Systems