

Joseph Toscano

A New York based designer and engineer with a passion for creating captivating visuals and delightful user experiences.

hello@josephtoscano.io
josephtoscano.io
631-306-4179

Selected Experience

FanDuel – Senior Product Designer

JAN 2022 – PRESENT • NEW YORK, NY

- Lead high-impact, end-to-end design initiatives for user-facing features, driving engagement and revenue while establishing scalable, reusable design systems across multiple platforms.
- Champion cross-functional collaboration, running workshops with leadership, UXR, PMs, engineering, and marketing to align on business goals, improve execution, and streamline decision-making.
- Developed structured Figma templates, a component library, and UI guidelines that improved efficiency, consistency, and accessibility across both UXD and engineering teams.
- Mentor and coach designers, fostering a culture of innovation through structured feedback, knowledge-sharing sessions, and hands-on guidance to improve team-wide design execution.
- Drove quality and consistency through iterative testing and feedback loops, ensuring pixel-perfect execution, design system adherence, and seamless engineering handoff across more than a dozen high-impact projects.

Sierra Nevada Corporation – Senior Product Designer

MAR 2021 – DEC 2021 • REMOTE

- Demonstrated extensive knowledge of both UX/UI design skills; leveraged user behavior research to create user flows and working prototypes for internal enterprise software applications.
- Worked closely with engineering team in Agile sprints; clearly articulated design decisions and process to stakeholders during sprint demonstrations, while proactively seeking feedback.

Mission Disrupt – Lead UX/UI Designer & Engineer

OCT 2019 – MAR 2021 • HUNTINGTON, NY

- Led cross-functional brainstorming and problem solving sessions; partnered with content strategists and engineers to ensure a consistent and cohesive experience for all user-facing products.
- Involved in all aspects of product development; translated problems and broad concepts into intuitive, cross-platform, user-centered experiences across a variety of industry verticals.

Awards & Recognition

2024 G.O.A.T. ALL-STAR AWARD

Recognized in FanDuel's companywide employee recognition program for outstanding contributions to the FanDuel Casino product and overall design excellence.

2024 TECH & PRODUCT HACKATHON WINNER

Key contributor to the winning team in the Exploring Transformational Technology category, leveraging design expertise to drive innovation, while personally delivering a compelling presentation pitch to company leadership.

Skills

USER EXPERIENCE

Wireframes • Prototyping • A/B testing
Usability testing • User research
Competitive analysis • User flows
Product roadmap • User journeys
Accessibility auditing • Information architecture • Flowcharts • Task flows
Experience maps

DESIGN

User experience design • User interface design • Interaction design • User-centered design • Visual design • Logo design • Packaging design • Branding
Style guides • Data visualization
Design systems • Pixel-perfect design
Human Interface Guidelines • Material Design 3 • Accessible design

ENGINEERING

HTML • CSS • LESS • SASS • TailwindCSS
React • Next.js • PHP • WordPress • Git

TOOLS

Adobe XD • Adobe Photoshop • Adobe Illustrator • Adobe InDesign • Sketch
Figma • InVision • InVision Studio
Webflow • Principle • Hotjar • ProtoPie
FlowMapp • Jira • OmniGraffle • React Native • Material Design Components

QUALITIES

Detail-oriented • Problem solver • Team player • Self-motivated • Punctual • Communicative • Organized

Education

SUFFOLK COMMUNITY COLLEGE

2007 – 2009 • Brentwood, NY

Completed 23 credits towards an AS in Graphic Design