

# Adrian Pacheco

Freelance Designer focused on user experience and user interface design



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## Education

Sep 2013-  
Jun 2017

### University of Washington

Bachelors of Science, Informatics - Human-Computer Interaction

#### Completed Coursework

Advanced UX Studio, Mobile Application Designs, Front-end Web Development, Design Thinking, Rapid Prototyping, Digital Photography, UX and Information Architecture, Visual Communication, Visual Information Design

## Skills

UX/UI Design  
Wireframing  
Interaction Design  
Information Architecture  
Brand Identity  
Visual Design  
Photography

## Employment

Jun 2019-  
present

### Violet, Designer

Creating stylescapes, wireframes, high-fidelity mockups, interactive prototypes, and design specification.

Jun 2018-  
Aug 2018

### Ellia, UX Designer

Optimized the multi-step onboarding experience for the mobile app that pairs with physical aromatherapy products. Conducted user research, created user flows, interactive prototypes, and packaged design specifications for developer handoff.

Aug 2018-  
Sep 2018

### Plot Creative Studio, UX Designer

Collaborated with the design team and communicated with clients to produce user flows, hi-fidelity mockups and interactive prototypes. Presented concepts and deliverables to clients at the end of projects.

Dec 2017-  
April 2018

### House of Marley, UX/UI Designer

Collaborated with developers and the marketing team to create the mobile app that controls the sound quality of supporting physical products. Conducted user research, created moodboards, wireframes, hi-fidelity mockups, interactive prototypes, and wrote app design specifications.

## Tools

XD  
Figma  
Sketch  
InVision  
Zeplin  
Illustrator  
After Effects  
Photoshop  
Lightroom  
InDesign

## Experience

Sep 2013-  
present

### Seattle Design Nerds, Designer

Creating interactive pop-up installations in public spaces like Bumbershoot, Seattle Design Festival Block Party, Seattle Art Museum, and at Microsoft.

Oct 2018-  
Mar 2019

### DemocracyLab, UX Designer

Led the design team with design efforts to transform the online platform from a usable MVP to a polished user experience.

2014-2015

### Pixel Husky, Media Coordinator

## Awards

**Bumbershoot  
Featured Artist**  
2019

**Seattle Interactive  
Conference Creative Jam**  
Nov 2018

**University of Washington  
Annual Dean's List**  
2015-2016