

JUAN J. RAMIREZ

SENIOR UX DESIGNER
AND PRODUCT LEADER

ABOUT ME

I'm a Design and Product Professional With a Proven Track Record of Designing and Shipping High-Value Software Solutions as an Individual Contributor and as a Leader. Eight and Half Years of Experience in Software and Technology.

AWARDS & ACHIEVEMENTS

- 2011 | ANDI Entrepreneurship National Award
- 2012 | Best Local Score Saber-Pro Test
- 2014 | IndieCade Games Festival Finalist
- 2015 | Jury, IA. Awards of E-Commerce
- 2015 - Pres | Evaluator, The Global Good Fund

CONSULTING AND PROJECTS

- 2016 | CoverWallet UX Consultancy
- 2016 | LIFX Web Control Chrome Extension
- 2016 | InstaBack - Old IG Icon Recovery
- 2018 | Waveguide - Design Knowledge Base
- 2019 | Rasterwise Screenshot API

SKILLS

-DESIGN TOOLS: Sketch, Figma Photoshop, Invision, Framer, Adobe Suite.

DESIGN METHODOLOGIES AND ARTIFACTS:
Wireframes, Mockups, Clickable Prototypes,
Design Workshops, Design Documentation,
Design System Production

-PROGRAMMING: HTML, CSS, JS, Python, Twig,
Craft CMS, PHP, React, Vue, AWS.

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WORK EXPERIENCE

AMAZON WEB SERVICES (SEATTLE, US)

SR. UX DESIGNER (L5) | JUN 2017 - PRESENT

- Lead the Redesign of Two of Our Main Consoles (CodeCommit and CodePipeline and Championed the Unification of All Consoles, Including a Migration to a New Design Language.
- Designed and Shipped More Than 20 Features in the Last Two Years, Including a Complex Pipeline Visualization System.

PROCORE TECHNOLOGIES, INC. (SOCAL, US)

SR. UX DESIGNER - MOBILE | JAN 2017 - JUN 2017

UX DESIGNER - MOBILE | JAN 2016 - JAN 2017

- Designed Several Advanced Features. Lead Modernization of Android App and iOS App in its first phase.
- Mentored Jr. Designers, Evangelized Design Vision Across Departments. Conducted Several User Interviews and Studies.

SECONDS.COM (NYC, US)

LEAD PRODUCT MANAGER | MAY 2015 - JAN 2016

- Shipped iOS and Android App. Created Strategy That Got Seconds its First 10K users. Designed Iterations For Growth and Conversions.
- 4 Direct Reports: Project Manager, Product Designer, Two Developers.

CONTACTIVE (NYC, US)

PRODUCT MANAGER INTERN | MAY 2014 - AUG 2014

- Ideated and Launched Contactive's First API Product.
- Closed First Major Client For API Product: CallRail

USUALLEE (BOG, COL / BOS, US)

HEAD OF PRODUCT (CO-FOUNDER) | 2010 - 2013

- Designed First App Prototype And Iterations, Hired First Developer. Managed Outsourced Team. Lead All Conceptual Evolution.
- Raised \$300K Seed Round.

ELTIEMPO.COM (BOG, COL)

PRODUCT MANAGER INTERN | 2011 - 2012

ACADEMIC BACKGROUND

CARNEGIE MELLON UNIVERSITY (PIT, US)

MET (MASTER OF ENTERTAINMENT TECHNOLOGY AND HUMAN COMPUTER INTERACTION) | 2013 - 2015

CESA BUSINESS SCHOOL (BOG, COL)

B.S. BUSINESS ADMINISTRATION | 2008 - 2012