Lead UI/UX Designer Lead UI/UX Designer UI/UX Designer Corona, CA Curious and empathetic problem solver designing creative and strategic solutions across brand identity, product design, UX/UI web design, digital and print. Authorized to work in the US for any employer Work Experience Lead UI/UX Designer BookingPal December 2018 to Present Establish the visual direction and feel for the product user experience by creating a company-wide design system. Facilitate the client s product vision by researching, conceiving, sketching, prototyping and user-testing experiences for digital products. Work directly with product managers, designers, and developers to ensure design is properly implemented and educate stakeholders on best design practices. Product Designer Volusion October 2017 to September 2018 - Create visually stunning interface designs for existing products and future prototypes - Work directly with product managers and developers to ensure design is properly applied to the product - Create innovative solutions to tough interface challenges - Develop design patterns for reuse and consistency & contribute to company-wide design system - UI Design, UX Design & Research, Information Architecture, and Mobile - Customer interviews before, during, and after design production to ensure a perfect solve - Inject design processes into agile development cycles UI Designer Candy Club - El Segundo, CA April 2017 to June 2017 - Design the UI of the internal product experience while incorporating UX research, feedback and marketing needs - Create and share a product design system with designers and developers - Design simple and intuitive landing pages that engage users with a story UI/UX Designer Experts Exchange, LLC - San Luis Obispo, CA August 2015 to January 2017 - Establish and promote UI guidelines and best design practices - Collaborate with team to define and implement innovative solutions for a product's direction, visuals and experience - Create empathy maps, wireframe sketches, storyboards, and user flows to effectively communicate interaction and design ideas - Design high-fidelity prototypes - Report and implement UI bugs - Design and share visual assets with creative team UI/UX Design Intern TransUnion - San Luis Obispo, CA June 2015 to August 2015 -Develop and refine user interface, interaction design, and branding concepts for web applications and mobile apps -Translate wireframes into high-fidelity designs using Adobe Illustrator and Photoshop -Help establish and reinforce a consistent, intuitive user experience across all

products Graphic Designer Cal Poly Extended Education December 2013 to June 2015 Designed for Cal Poly courses and educational program advertisements. Web Designer & Developer Cal Poly Dean of Students March 2013 to June 2015 Designed marketing collateral for Cal Poly events and student programs. Updated content and created original graphics for the Dean of Students website. Front End Designer TransUnion Consumer Interactive Hackathon April 2015 to April 2015 April 2015 Designed and implemented a new, innovative and personal desktop interface for their current Credit Report all within 12 hours. UI/UX Designer Cal Poly Design & Dev Hackathon 2015 to January 2015 January 2015 Designed a social media website in a 12 hour competition. Micro Tutorial Expert Experts Exchange June 2014 to August 2014 Created basic and advanced tutorials on Adobe Illustrator CS6, Adobe Photoshop CS6, and Adobe InDesign CS6. Design Reproduction Intern Cal Poly Extended Education December 2013 to February 2014 Intern under UGS Design Manager and help UGS with innovative design ideas. Public Relations/Designer Nu Alpha Kappa, Cal Poly Chapter 2012 to 2014 Designed informational/promotional products and updated the chapter's website.   Proficiencies Adobe Suite Web Communication Microsoft Personal Attributes Illustrator Notepad++ Social Media Word Creative InDesign TextMate Public Relations Excel Attention to detail Photoshop HTML English PowerPoint Team work Dreamweaver CSS Spanish Determined Education Bachelor of Science in Graphic Communication California Polytechnic State University June 2015 Skills Sketch, UX, Photoshop, UI, User Experience, Wireframe, User Interface, Axure, Wireframes, Wireframing

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