

# Alfonso De Los Santos III

UX Researcher and Designer

---

Rio Grande Valley,  
Texas  
(956) 367-4116  
Alfonso.delossantos4231@  
gmail.com

## SUMMARY:

Combining numerous methodologies from UX Research and Anthropology, data is generated from people and used to build a solid foundation to the overall design process.

## EXPERIENCE

### Elementary Music Teacher- Edinburg, TX

November 2019- January 2021

- Generated teaching materials to engage students
- Planned creative music lessons that integrated cultural topics within the curriculum
- Designed classroom environments that were positive and engaging for the students
- Directed student choir and ensembles after school in preparation for upcoming performances

### HEB Grocery- New Braunfels, TX

January 2015-May 2019

- Ensure proper product knowledge to offer great customer support
- Maintain standards of quality throughout the department so customers can have a great experience shopping
- Customer service

### Genesis Drum and Bugle Corps- Austin, TX

Summers 2013, '14, '15, '19

- Developed visual movements to showcase drumline
- Focused on member needs and wants
- Collaborated with several teams to transport members across the United States

### Melhart Music Center- McAllen, TX

January 2013-June 2014

- Marching Percussion Product Champion
- Solved complex issues with prototype
- Clearly and effectively communicated information, solutions, and ideas to our clients
- Marketed and sold product at Music Educators Associations

## SKILLS

Generative Research  
Affinity Diagram  
Usability Testing  
Qualitative data analysis  
Communication  
Education  
Project Management

## TOOLS

Miro  
Trello  
Figma  
InVision  
Adobe XD

## EDUCATION

### University of Texas at San Antonio UX/UI Design Certification Bootcamp

November 2020-Current

### Texas State University- San Marcos, TX

January 2015-May 2019

Bachelor of Arts in  
Anthropology with Minor in  
Music

## INTERNSHIP

### **5-Line Technology — *UX Research and Design Anthropology***

Dallas, TX

- User Research Design, Interviews, Focus Group, Transcriptions
- Analyze qualitative data to influence design of marching percussion instruments
- Designed components for musical instruments using CAD Software
- Created physical prototypes of components using 3D printing software

### **Rhythm Path — *Research/Videographer***

Accra, Ghana/Malika, Senegal

- Interviewed locals about traditional manufacturing and tuning techniques used on traditional West African musical instruments
- Video documentation of traditional manufacturing techniques
- Generated video tutorials using raw footage from excursion
- Practiced techniques to begin mastering the process to offer support to the business