Alejandro Romero

Designer / Prototyper / Creator

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Experience

Blizzard Entertainment / UX Designer

Aug 2022 - Pres, Irvine, CA

Designed accessible tools for 140M+ Activision-Blizzard players across mobile, browser, and desktop. Actively participated in design org growth initiatives, contributed to design system, and pitched novel feature concepts to Blizzard executives.

Snap Inc. / AR Lens Creator

Sep 2021 - Jun 2022, Providence, RI

Worked with interdisciplinary researchers at Snap and Brown HCI to design and develop novel experiences in Snap Spectacles. Prototyped cross-platform AR interactions reaching 350K+ users.

Blizzard Entertainment / UX Design Intern

Jun 2021 - Sep 2021, Irvine, CA

Led end-to-end design, research, and prototyping of two major features reaching millions of Activision-Blizzard players. Worked with engineers, PMs, and designers across teams to gather feedback and iterate on designs. Sought feedback in Agile framework via design reviews and engineer handoff sessions.

NASA Ames / VR Dev + UX Design Intern

Aug 2020 - Dec 2020, Mountain View, CA

Designed and implemented VR app allowing users to explore Mars using MSL rover data. Created engine for querying NASA databases and parsing millions of data points. Wrote and optimized algorithms for sorting datapoints and designed/coded UI element interactions.

NASA Glenn / Human-Computer Interaction Intern

Jun 2020 - Aug 2020, Cleveland, OH

Worked on VR/AR + UI/UX solutions in various NASA projects at Glenn Research Center's Graphics and Visualization lab. Collaborated with R&D experts to design applications by use of natural user interfaces and remote collaborative experiences. Defined key design and implementation decisions

Infina, Ltd. / Interactive Developer Intern

Jul 2019 - Sep 2019, McLean, VA

Designed and developed interactive apps for the Federal Aviation Administration (FAA). Demoed projects to CEO, VPs, Directors, and cross-functional groups of over 30.

Education

Brown + Harvard

M.S. HCI / 4.0 GPA

Brown University

B.A. Computer Science / 4.0 GPA
B.A. Psychology / 4.0 GPA

Activities

MakerSpace / Co-creator

Started community at Blizzard to share creative projects, collaborate on hackathons, and improve our design culture.

Mosaic+ / Member

Member of Mosaic+ community at Brown to make Computer Science more accessible to underrepresented groups.

Brown Taekwondo / Instructor

Taught curriculum to classes of children, university students, and adults. Helped organize team events & coach competitors.

Skills

Design: Design systems • UI design • Design thinking • 3D modeling and rendering • Concept sketching • Figma • Accessible design • Iterative process • User flows • Design Critique • Prototyping

Technical: Java • Python • C# • Unity R • MATLAB • JavaScript • HTML/CSS • Blender • Adobe Creative Suite

Research: Task analysis • Persona hypotheses • Data analysis • A/B testing and iteration • Cognitive walkthrough • User testing

Languages: Native English + Spanish • Limited Latin + Korean