Alejandro Romero

UX Designer / Prototyper / Creator

alejandroromero.me →
alejandro_romero@alumni.brown.edu
linkedin.com/in/alejandrojromero/

Experience

Shader Inc. / Lead Designer

Sep 2023 - Pres, San Francisco, CA

Leading design for the first AI-powered real-time camera app that lets anyone create AR effects with simple prompts.

Microsoft • Blizzard / UX Designer

Aug 2022 - Sep 2023, Irvine, CA

Designed accessible products for 140M+ Activision-Blizzard players across mobile, browser, and desktop. Actively participated in design org growth initiatives, contributed to design systems, 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 / Human-Computer Interaction Intern

Aug 2020 - Dec 2020, Mountain View, CA

Designed and implemented mixed reality apps allowing users to explore NASA datasets. Created design systems, user flows, and engine for querying NASA databases and parsing millions of data points.

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

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

Languages: Native English + Spanish • Limited Latin + Korean