

Carlos Bobadilla Jr

Sr Product Designer

Los Angeles, CA
bobadilla.jr@gmail.com

EXPERIENCE

Verizon Media, Playa Del Rey — *Sr Product Designer*

MAY 2015 - PRESENT

I'm currently a Sr Product Designer, working closely with Product and Engineering to visualize innovative concepts for the platform.

AppOne, Santa Monica — *Product Designer*

AUG 2014 - MAY 2015

I worked as a Product Designer, mostly user flows for all company related IOS/Android key features.

Handmade Mobile, Santa Monica — *Product Designer*

JAN 2014 - JUL 2014

Defined interaction models, user task flows, and UI specifications.
Communicated scenarios, end-to-end experiences, and interaction models.

Two Bit Circus, Los Angeles — *UX/UI Designer*

DEC 2012 - JAN 2014

Worked with a great team of software engineers, designers and managers.
Together we developed LAUSD educational lessons for iPad and Android.

Netflix, Beverly Hills — *Art Director*

APR 2012 - DEC 2012

I worked to incorporate landscaped movie titles for various interfaces like game consoles, smart tv's, tablets and mobile phones.

EDUCATION

General Assembly, Santa Monica

FEB 2016

Front-End Web Development

Art Institute, Santa Monica

JAN 1999 - APR 2001

Computer Animation/ Graphic Design

SKILLS

User Interface Design,
Rapid Prototyping
Information Architecture,
Usability Testing

SOFTWARE

Sketch, Adobe XD, Invision,
Framer, Figma, Illustrator,
HTML/CSS, JavaScript

AWARDS

**UNLV's Excellence In
Innovation Award**
2009

**Hospitality Magazine's
Overall Technology Award**
2008

Emmy Nomination
2006 Outstanding Achievement
in Interactive Television