

Carlos Bobadilla Jr

Sr Product Designer

Los Angeles, CA
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EXPERIENCE

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

MAY 2015 - PRESENT

Working closely with Product and Engineering to visualize innovative concepts for the platform and managing our working pattern library

AppOne, Santa Monica — *Product Designer*

AUG 2014 - MAY 2015

Owned the end-to-end design for a given initiative; from discovery and ideation through to execution

Handmade Mobile, Santa Monica — *Product Designer*

JAN 2014 - JUL 2014

A startup, getting things done quickly, but without sacrificing a user experience, building the customer platform experience

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