

# carlos bobadilla jr

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## SUMMARY

I'm a UX Designer. I deigned UI for 10+ years, but love developing.

My process goes from sketches, whiteboards to user flows, and I use Sketch. I'm a fan of HTML/CSS. I enjoy working in Illustrator and Photoshop. git is the greatest. I like reading Designer News. I love the Lakers and catching the latest in mobile, at Pptrns.

## OBJECTIVES

I'm currently a UX Designer at AppOne. I've previously worked with Handmade Mobile, 2Bit Circus, and Netflix

In my free time I work on GravitiWorks, a magnet tech solution company I co-founded.

## EDUCATION HISTORY

**Art Institute Santa Monica, CA** (Graduated January 2001)  
Computer Animation/ Design

## EXPERIENCE

**AppOne Santa Monica, CA** (August 2014– Present)  
*UX Designer*

On a daily basis I am working on user flow for all company related IOS/Android, and working on new designs for upcoming releases.

**Handmade Mobile Santa Monica, CA** (January 2014– July 2014)  
*Sr UX/UI Designer*

- Develop Mobile Apps for native IOS
- UX user flows and structure
- Objective C, HTML5

**Two Bit Circus Los Angeles, CA** (December 2012– January 2014)  
*Sr. UX/UI Designer*

- Directed and delegated to project creative team and outside vendors
- Created comps, storyboards, initial graphic concepts and final deliverables
- Built and maintained relationships with clients, partner agencies and other vendors.

## Netflix Beverly Hills, CA (April 2012– December 2012)

*Sr. UI Art Director*

- Maintained UI brand across multiple platforms
- Developed and presented conceptual solutions for web, iPhone, Xbox, and Playstation
- Assisted production managers in maintaining consistent user experience

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## SKILLS

Adobe Suite: ★ ★ ★ ★ ★

Sketch: ★ ★ ★ ★ ★

HTML/CSS: ★ ★ ★ ★ ★

git: ★ ★ ★ ★ ★

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