

Lola Santos

coyotedagger@gmail.com
[linkedin.com/in/lola-santos/](https://www.linkedin.com/in/lola-santos/)

Work

Design Lead, Unity Technologies, May '19 – present

☞ **Design Lead, Multiplayer**, Feb '22 – present

Leading design on the Multiplayer team. Collaborating closely with dev leads and PMs to plan long-term goals and prioritize our efforts given limited resources.

Released several high value features, like allowing developers to simulate gameplay of multiple players at once. Managing a small team and mentoring a junior designer.

☞ **Senior Designer, Labs**, May '19 – Feb '22

Worked on a variety of blue sky projects, like using AI to help generate a game scene.

Senior UX Engineer, Mapbox, Dec '17 – Apr '19

Designed and developed AR prototypes for geospatial/mapping needs, using Unity.

AR/VR Mentor, ARVR Academy, Oct '18 – Jan '19

Mentored a small cohort of devs new to the AR/VR space.

Incubator Member, Gray Area Foundation For The Arts, Apr '17 – Nov '17

Created a VR art experience using Unity and demoed it during a public showcase.

Product Designer, thoughtbot, Apr '16 – Nov '17

Worked with numerous clients to prototype, design, and test websites and mobile apps.

Product Designer, CoMedia Design, May '15 – Apr '16

Designed websites and assets, like icon sets, for a variety of clients.

Freelance Designer, Self-Employed, Jul '14 – May '15

Designed websites for local Bay Area businesses.

Software Engineer, Goodreads, Jun '13 – Jul '14

Worked on performance issues and helped build new features on the Goodreads site.

Education

University of California, Berkeley Bachelor's degree, Computer Science, 2009 – 2013