

darin buzon, product design

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Practicing designer working with letters in Brooklyn, New York. Professional experience in disciplines across product design, user experience, digital branding, & systems. Specializes in industries of entertainment, content delivery, & streaming services. Maintains an art & design practice primarily focused within cultural & public spheres of work. Thinks, [writes](#), [criticizes](#), & creates in subjects centering around the contemporary in politics, power, technology, & culture. Talks like a normal person IRL.

education

university of california, los angeles, B.A. in [Design | Media Arts](#)

skills

user experience: User research, IA/site mapping, user flows, journey mapping

interaction design: Wireframing, functional ux design (Figma, Principle, Invision)

product design: Product vision & strategy, product thinking & ethics, design systems

art direction: Concept ideation, digital branding, high-fidelity execution

experience

2021 - product designer, [HBO Max](#)

Current Product development, maintenance, & strategy for the user experience & visual character of the entire in-app streaming ecosystem behind the HBO Max paywall. Cross-functional collaboration between product, marketing, editorial, & campaign strategy within the Growth Marketing division, ensuring rapid acquisition of users & brand/product relevance.

2020 - product designer, [RocketAir](#)

2021 Lead product designer on projects focusing on eCommerce. Lead efforts in brand design & art direction for clients. Employed iterative design process to ensure technical feasibility & punctuality of product release, developed design systems alongside engineers, while maintaining collaborative effort with stakeholders.

2019 product designer, [Sanctuary Computer](#)

Develop digital interfaces, strategy, & ship high-quality products for digital brands, startups, & technology-forward clients. Responsibilities include product strategy, systems design, & visual narrative through technical work by wireframing, prototyping, & high-fidelity designs for development hand-off.

designer, [Use All Five](#)

Design, creative strategy for internal & client projects including the Guggenheim Museum & the LA County Dept. of Arts & Culture. Responsibilities include web design, wireframing, prototyping in Sketch & InVision, branding, design direction.

writing / essays

2020 [design thinking is a rebrand for white supremacy](#). Los Angeles, California. FLAT Journal.

[tools for cultural production](#). Mohammad Omar, Shiraz Abdullahi Gallab, Florence Fu. 2021 Are.na Annual.

workshops / teaching

2021 changing the default settings — February 12 — ArtCenter College of Design — Pasadena, California

2020 radical acceptance — June 2 — Brooklyn, New York

2019 web development fundamentals — January 24 — University of California, Los Angeles

fellowships / exhibitions / awards

2020 [made in the future fellowship](#) for emerging underrepresented design talent

2019 pressed for space, *Jun. 6-Jun. 14*, UCLA Experimental Digital Arts, Los Angeles, CA

breaking the rules, *Jan. 17-Feb. 1*, UCLA New Wight Gallery, Los Angeles, CA

2018 transmogrification, *Dec. 11*, UCLA Experimental Digital Arts, Grad Gallery, Los Angeles, CA

2018 dorothy schick trust arts scholarship for the graphic & visual arts