

darin buzon, product design

www.darinbuzon.info

hello@darinbuzon.info

+1 909 855 1197

Practicing designer working with letters in Brooklyn, New York. Professional experience in disciplines across product design, user experience, digital branding, and systems. Working tool stack includes whimsical for product discovery, figma for functional prototyping, digital branding, and client presentation, principle for interaction animation, roam research for documentation, [are.na](#) for resource gathering, and slack for communication and memes. Maintains a practice primarily focused within cultural and public spheres of work. Thinks, [writes](#), [criticizes](#), and creates in subjects centering around the contemporary in politics, power, technology, and culture.

education

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

skills

user experience: Product discovery/strategy, IA/site mapping, user flows, journey mapping

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

product design: Art directing, product vision, digital branding, design systems

programming: React, Gatsby, Processing, git, zsh, bash

experience

2020 - product designer, [RocketAir](#)

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

2020 product designer, [Kettle](#)

Product strategy, leveraging user research and data to produce artifacts, develop wireframes, and design prototypes. Cross-functional collaboration between internal designers for iterative design process, engineers to ensure technical feasibility, and stakeholders to ship high-quality products for clients across industries from banking to non-profit advocacy.

product designer, [Sanctuary Computer](#)

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

2019 designer, [Use All Five](#)

Design, creative strategy for internal & client projects including the Guggenheim Museum and the LA County Dept. of Arts & Culture. Responsibilities include web design, wireframing, prototyping in Sketch and 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 change default settings — February 10 — 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 and visual arts