Danilo K. Quilaton Jr.

Maker of things
Con mucho gusto

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Twitch

Design Manager
December 5, 2022 – February 2024 San Francisco Bay Area

- Led and managed a design team dedicated to supporting Twitch's content creator ecosystem.

- Designed and optimized user experiences tailored for content creators, enhancing engagement and monetization opportunities.

- Collaborated with cross-functional teams to align design strategies with the needs of streamers and their communities.

- Developed and implemented innovative UI/UX solutions to improve creator tools and audience interaction.

Senior Product Designer
May 2017 – December 4, 2022 San Francisco Bay Area

- Designed and developed intuitive user experiences within Twitch's platform, focusing on creator-centric tools and features.

- Worked closely with engineers and product managers to refine and optimize UI/UX for content creators.

- Created engaging interfaces that enhanced creator-audience interactions and user retention.

Chargify

Lead Product Designer
June 2016 – May 2017 Jacksonville, Florida

- Served as Chargify's first design hire, establishing and defining the company's design processes.

- Designed, implemented, and coded Chargify's first design library, creating a scalable and consistent UI framework.

- Led the design of subscription management solutions, enhancing user experience and workflow efficiency.

- Developed high-fidelity prototypes and wireframes to streamline product enhancements.

Ignite by Adecco

Senior Product Designer
April 2013 – June 2016 Jacksonville, Florida

- Designed and iterated on web-based applications in a fast-moving, agile environment to enhance the recruiting process and improve job-candidate matching.

- Partnered with a small, cross-functional team of developers, product managers, and recruiters to rapidly prototype, test, and refine user-centered solutions.

- Conducted usability testing and A/B experiments to validate design decisions and optimize workflows for both recruiters and job seekers.

- Developed scalable design patterns and interactive prototypes, accelerating product development and ensuring consistency across platforms.

- Played a key role in scaling early-stage products, leveraging real-time user feedback to enhance efficiency and engagement in the hiring process.

Path.To

UI Designer / UX Developer
January 2013 – March 2014 Jacksonville, Florida

- Created wireframes, UI components, and interactive experiences to enhance job-matching efficiency.

- Worked closely with product teams to optimize user flows and interfaces.

Eventhash

Co-Founder
March 2013 – February 2014 Jacksonville, Florida

- Designed branding, user experiences, and marketing materials for a social sales app.

- Developed a geo-location-based sales targeting system using social media data.

AppSoft Development

Director of Design
September 2012 – January 2013

- Led branding and digital design initiatives at a full-service agency, delivering high-impact solutions for major clients.

- Developed creative strategies and marketing assets for brands such as Ford, Hyundai, and Pilot, ensuring consistency and brand alignment.

- Spearheaded UI/UX design projects that enhanced user engagement and streamlined digital experiences.

- Collaborated with cross-functional teams, including developers and marketers, to execute compelling brand campaigns.

Fanatics, Inc.

Senior Designer
June 2008 – September 2012

- Started as a designer creating static ad banners before advancing to apparel concept design and e-commerce website development.

- Designed for high-profile brands, including Nike, the Chicago Bulls, Team USA, and the Oregon Ducks.

- Played a key role in developing digital and print assets for major retail and merchandising campaigns.

- Established and led a dedicated design team within the organization, fostering innovation and scaling design operations.