

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.



Jacob Woodsey
Chief Design Officer
Twitch.tv
350 Bush St
San Francisco, CA 94104

To whom it may concern,

With unreserved conviction I would recommend Danilo Quilaton for a senior UX designer or manager role on your team. I had the pleasure of working as Danilo's skip level manager at Twitch for over six years. During that time Danilo worked primarily on supporting streamers, shipping a redesign of the streaming dashboard tool that brought modularity and expansion to a brittle and barely useful feature. Most recently Danilo has managed a team including designers working on our new Sponsorships product – a major effort that requires the complexity of navigating an unproven product with a mature sales team at Amazon. Danilo's designers have received considerable praise from their cross-functional peers no doubt as a consequence of his mentorship and guidance as their manager, showing that he understands deeply how to build collaborative teams and help designers grow.

I hope you are lucky enough to get to work with Danilo like I was able to for so many years.

I'm happy to share more details if needed, feel free to reach me at jacob@twitch.tv

Regards,

A handwritten signature in black ink, appearing to read 'J Woodsey', with a stylized, cursive script.

Jacob Woodsey