

## **Danilo K. Quilaton Jr.**

*Maker of things  
Con mucho gusto*

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**+1 415-254-9155**

## **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  
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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](mailto:jacob@twitch.tv)

Regards,

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

Jacob Woodsey