

**DAVID PUERTO** IS A SEASONED, HANDS-ON UX LEADER WITH OVER A DECADE OF EXPERIENCE. HE SPECIALIZES IN PROTOTYPING, FRONT-END DEVELOPMENT, PATTERN LIBRARIES, AND WEB PRODUCT DESIGN.

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## WORK HISTORY

WebMD | UX Engineer / Front-end Developer

August 2017-Present | Seattle, WA

Joined CONNECT platform team to begin a rework of their entire UI for admins, physicians, clinicians, and patients. Converted Stylus to SCSS without introducing breaking changes. Prototyped and worked alongside PMs and UX and Product teams to ensure design fidelity and usability/accessibility before implementation. Scoped the future of the product proposing a WYSIWYG editor experience for the platform in lieu of a more archaic "service designer."

Starbucks | Senior Product Designer

October 2015-June 2016 | Seattle, WA

Designed transaction history for the web including prototypes for design integration into production. Tracked legacy CSS bugs and resolved cross-browser IE9+ across all devices. Removed dependency on Bootstrap (retained grid system for layout). Prototyped ordering from the web. Prototyped the future Starbucks web experience in React+Redux+Radium. Delivered UX prototypes of natural feeling interactions and JS/CSS animations. Helped roll out a maintainable UI Pattern Library to be shared across engineering teams supporting multiple platforms in React+SCSS. Designed and developed Responsive Cards. Worked in distributed and cross-functional teams of remote and on-site developers. Acted as principal liaison between design and engineering during the rollout of Libra and the new Rewards program including handing off high-fidelity web prototypes ready for implementation. Built the animated Star Gauge (pure CSS IE9+) that is present on the Starbucks.com Rewards site when engineering resources were low to ensure the highest level of fit and finish could be shared across native and mobile web experiences. Wireframes and visual design exploration with Sketch, OmniGraffle, and Photoshop, and designed in the browser using CodePen for rapid prototyping. Assets managed with Zeplin.

MultiScale Health Networks | Usability Specialist / Prototyper

May 2015-October 2015 | Seattle, WA

Took ownership of the full UX / front-end framework architecture in HTML5/CSS3 (SCSS)/JavaScript. Removed dependency on Bootstrap and took the gzipped CSS library from 200kb down to 20kb and implemented a new design language. Prototyped simulations including mock API data for UX research and testing in jQuery.

## SKILLSET

Hand-coded HTML5  
Hand-coded CSS3  
SCSS, Stylus, LESS  
OO JavaScript (ES5&6)  
UX Design, Visual design  
Design in browser  
Responsive Design  
UI Design, Development  
Front-end Architecture  
UX Framework Architecture  
Agile using JIRA and Rally

## EDUCATION

Graduate Courses in  
Computer Arts New Media  
from The Academy of Art  
University, SF

Bachelor of Science

Interactive Media Design  
The Art Institute of Pittsburgh &  
Online, Awarded "Best of Show"

Certificate program: Advanced  
Software Development Full Stack  
JavaScript | May 2017

## TOOLS

HTML5, JSX,  
CSS3, SCSS, Stylus  
JavaScript / jQuery  
CodePen for Prototyping  
Sketch, Principle, Zeplin  
Adobe Creative Suite  
React + Redux + Framer  
Angular.js (versions 1.5/4)

Facebook | UI Designer

May 2014-April 2015 | Seattle, WA

Delivered high-fidelity prototypes, wireframes, visual design, and owned the entire HTML/CSS3 (SCSS) framework for the UI implementation on an open-sourced project that became Nuclide for Atom and Atom in Orbit. Solved complex UI problems prototyping with web technologies and created and maintained a pattern library and landed presentational commits regularly. (See attached letter of recommendation)

FujiFilm SonoSite | UX Prototyper

April 2013-August 2013 | Bothell, WA

Alongside industrial designers prototyped a HIPPA-compliant hand-held ultrasound device, akin to Star Trek's tricorder using HTML/CSS3/JavaScript. UX Research and A/B testing of a one-handed wheel user interface design tested on a tablet.

Verizon Wireless | HTML Developer

February 2012-December 2012 | Alpharetta, GA

Delivered the needs-based presentation layer for an internal CRM from the ground up alongside one other engineer. Prototyped the tablet experience for VZW's account management and device management interfaces. VZW Engineering decided to reuse my HTML/CSS and allowed me to lead the effort to create a responsive, living pattern library. Single-handedly refactored client-side markup from numerous silos throughout the organization including legacy style sheets from internal and offshore teams for Account Management and Device Management. Removed dependency on Bootstrap and took CSS code bloat down from over 500kb to under 50kb gzipped. Hand-combed through every bit of HTML/JSTL and removed excess markup reducing overall codebase by over 50%.

Sherwin-Williams | UX Designer

July 2011-January 2012 | Cleveland, OH

Implemented a design language based on OOCSS/SMACSS principles and removed the dependency on third-party framework lessening code bloat by over 50%. Created and maintained UI pattern libraries and owned HTML/CSS standards across platforms. Used SCSS to encourage expedited workflows and prototyping between engineering and design as well as provide cross-browser debugging.

Dealerskins | Flash Designer

March 2008-October 2010 | Nashville, TN

The Center for Rural Development | Web Designer II

September 2004-December 2006 | Somerset, KY

## TOOLS CONTINUED

Node.js + Express, NPM

MongoDB + Mongoose

WebPack, Yarn, Gulp, Grunt

Postman Robomongo, curl

Git, Svn, Mercurial

Jasmine, Karma, Enzyme, Jest

Homebrew

Atom/VSCode + Nuclide

Various IDEs, Terminal

## AWARDS & PUBLICITY

2015

Took lead brainstorming, recruiting, project managing, designing, and front-end developing. Awarded \$10,000, 1st Place honors at Zillow #hackHousing Hackathon alongside my team, Spacelabforever. We were publicized on the front-page of GeekWire. This is Seattle's largest hackathon to date with over 400 developers.

[Read the Special Series article on GeekWire.](#)

2007

Graduated with a Bachelor of Science in Interactive Media Design from The Art Institutes and portfolio was awarded the coveted "Best of Show" distinction with selected works used to recruit prospective students.