Jonathan Guzman

UX Designer

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SUMMARY

I am a seasoned problem solver, collaborator and empathy-driven designer who passionately and unapologetically puts people before products.

SKILLS

Problem Solving Collaboration Visual Design User Research User Flows & User Journeys User Personas & Empathy Maps **User Stories** Storyboarding Information Architecture Branding Typography **Content Strategy** Wireframing Prototyping **User Testing** Design System Construction Front-End Web Development

TOOLS

Adobe Creative Suite
Sketch
Figma
InVision
Balsamiq
Usability Hub
Maze
Github
Terminal
Atom
HTML, CSS & Javascript

LATEST PROJECTS

Method MI | UX Design & Front-End Development

Method Media Intelligence is a leader in the Ad-Fraud technology. The project goal was to introduce a modern design aesthetic and simplify their current website.

Renzo | UX Design

A hotel management all-in-one solution for hotel staff and management. The app can create bookings, serve as a POS system and organize daily hotel tasks.

GameChanger | UX Design, Branding & Visual Design

A marketplace mobile app for gamers to barter items. Its focus is to help gamers find what they're looking for quickly, easily and with no money exchanged.

EXPERIENCE

UX Designer Shion Studio | Remote

Sep 2019 - present

- Iterate digital products to create interesting, delightful and intuitive user experiences
- Reorganize and simplify content to deliver clear messaging through improved information hierarchy
- Translate feedback from clients, stakeholders, colleagues and leadership into tangible deliverables
- Deploy website and troubleshoot implementation of both the design and development code

UX/UI Design Intern

Renzo | Remote

July 2019 - present

- Overhaul user experience for hotel management mobile app
- Streamline a design system to aid in previous design inconsistencies
- Design onboarding screens to decrease help traffic by 50%
- Collaborate with an international team to create compelling design solutions

Design Apprentice Bloc | Remote

Sep 2017 - Jun 2019

- Conducted research and usability tests to inform design process
- Crafted well-researched wireframes, mockups and prototypes as part of an immersive apprenticeship
- Implemented content strategy and branding with memorable copy, typography, color palette and logos

EDUCATION

Bloc | UX Design and Front End Development Program UC Berkeley | BA Psychology w/ Minor in Education