

ESPERANZA HILERIO-RAMIREZ

U X / U I D E S I G N E R

CONTACT

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SKILLS

- **Research and Design**
 - Wireframing
 - Prototyping
 - UX Research
 - Mobile Design
 - Web Design
 - Sketching and Storyboarding
- **Toolbox**
 - Figma
 - Adobe XD
 - Invision
 - HTML, CSS, & JS
 - Photoshop
 - Slack
 - Zoom
 - Miro
 - Microsoft Office (Word, Excel, Note)

EDUCATION

UNIVERSITY OF MINNESOTA

UX/UI Design

June 2022- November 2022

UNIVERSITY OF CALIFORNIA, SANTA CRUZ

Film and Digital Media

September 2016- December 2021

ABOUT ME

Aspiring Los Angeles-based UX designer with a background in scenic design, film, and digital media. Versatile, diligent, and reliable, I strive to enrich user experiences through empathy, accessibility, and design.

EXPERIENCE

MERCHANDISING SERVICE ASSOCIATE

Lowes Home Improvement

August 2021 - Present

- Optimize store map layout of 1,800+ racks through SmartProject, a retail project management software.
- Facilitate daily safety meetings and complete quality walk audits with a team of 14 associates.
- Assist vendors in ordering collateral, completing bay resets, and ensuring planogram integrity.

CUSTOMER SERVICE ASSOCIATE

The Home Depot

July 2019 - July 2021

- Promoted sales, leads, and Home Depot credit cards to exceed store metrics.
- Built meaningful relationships with contractors and PRO customers by executing \$2,000+ sales, quotes, and PRO memberships.
- Worked alongside department specialists and online representatives to resolve order issues.

ASSISTANT SCENIC DESIGNER

University of California, Santa Cruz

April 2018 - June 2018

- Assisted scenic designer in drafting and producing set designs for theater productions.
- Operated electrical tools to build seating banks, platforms, and hanging arrangements.
- Collaborated with music, lighting, costume, and prop designers to effectively create engaging productions.

CINEMATOGRAPHER AND EDITOR

Film Production Coalition Group

September 2017 - June 2018

- A music video cinematographer for a variety of local Santa Cruz artists such as Yerba Scante and Trashcan.
- Utilized video editing software such as Adobe Premiere Pro during post-production.
- Collaborated with set designers to create unique and vibrant sets for short films and music videos.