

Gabriel Colon

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[Portfolio](#) • [LinkedIn](#)

SUMMARY

Recent UC San Diego graduate with a B.S. in Cognitive Science (Design & Interaction) and hands-on experience building a production-ready web application in an early-stage LLC environment. Skilled in end-to-end UX design, React frontend development, and AWS serverless integration, leveraging AI-assisted workflows to accelerate prototyping, iteration, and debugging. Strong foundation in user-centered design, technical execution, and delivering fully implemented, user-ready features. Seeking roles in AI-driven design, product engineering, or technical project execution where I can contribute hands-on and continue to grow professionally.

SKILLS

- | | | | |
|----------------------|------------------------------|---------------|----------|
| • UX Research/Design | • PM/Budgets/Scheduling | • Java/Python | • AI/LLM |
| • Stats/SPSS/DataViz | • MS Office/Google Workspace | • HTML/CSS/JS | • Figma |
| • EXP/Survey Design | • Training/Onboarding | • HCI | • Github |

EXPERIENCE

Joint Theatrical Ventures, Remote

AI-Driven Product Developer & Project Manager (Sept 2025 – Jan 2026)

- Led end-to-end product delivery as PM: maintained a Kanban roadmap/backlog, ran contractor interviews, managed scope/timeline/budget, and coordinated a small remote team through releases
- Co-Founded the platform and built the entire user experience from concept to live production with primary stakeholder.
- Transformed early concepts into a refined UX through a hybrid workflow combining vibe-led prototyping, Figma exploration, and AI-assisted engineering (Personal Copilot agents, ChatGPT systems, automated debugging).
- Architected and deployed a full React frontend: authentication, profiles, media uploads, posting tools, feed, search, notifications, and settings.
- Integrated and deployed against an AWS serverless backend (Lambda, API Gateway, S3, CloudFront), managing repos, environments, and releases.
- Set the product roadmap and shipped high-velocity features on a startup timeline.
- Instructed and orchestrated AI developed components with detailed and precise prompt engineering directives.

Whole Foods Market, Del Mar, CA

In-Store Shopper, Seasonal (Feb 2025 - June 2025)

- Efficiently processed high volumes of online orders with accuracy and speed, meeting fulfillment deadlines.
- Resolved inventory discrepancies and delivery challenges to maintain smooth operations ensuring customer satisfaction.

Tritonthenix - UCSD Club, San Diego, CA

Event Coord & Finance Intern (June 2024 - June 2025)

- Coordinated and led weekly workouts and large-scale campus events in partnership with UCSD, managing recruitment, logistics, and scheduling.
- Managed club budgets, tracked expenses, and led digital outreach efforts that increased event attendance by 40% within one year.

Tritonthenix - UCSD Club, San Diego, CA

Social Intern June 2023 - June 2024

- Contributed to weekly workshops and board meetings to plan and organize upcoming events.
- Assisted with budgets for select events and outings, supporting cost-effective planning and member engagement.

Banana Republic, San Diego, CA

Sales Associate, Seasonal (Oct 2022 – Feb 2023)

- Provided patient, solutions-focused customer service, processing in-store and online transactions and returns.
- Helped onboard and train new hires and supported store organization and visual merchandising to enhance the customer experience.

Etsy Store Owner (June 2020 – Aug 2021)

- Designed, produced, and sold 3D-printed models while managing customer support and ensuring product quality.
- Boosted sales by optimizing SEO, setting competitive prices, and developing trend-driven products—becoming the #1 seller in my product category.

EDUCATION / CERTIFICATIONS

University of California, San Diego - Revelle College
Bachelor of Science in Cognitive Science (Design & Interaction), Minor in Computational Social Science
Graduated June 2025

Google Project Management: Professional Certificate - Completed

INTERESTS

- AI Developments
- Creative Writing
- Stock Market Trend Research
- Game Design

COURSEWORK

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|---------------------------|--------------------------------------|-------------------|------------------|
| • Intro to CogSci | • Human-Centered Design | • Python | • Chemistry 1-3 |
| • Sensation & Perception | • Usability & Info Architecture | • HTML/CSS/JS | • Calculus 1-3 |
| • Neuroanatomy/Physiology | • Social Computing | • Java | • Humanities 1-5 |
| • Neuroscience | • Statistical Analysis | • Design at Large | • Physics 1 |
| • Learning & Attention | • Computational Social Science | • Startup Studio | • Linear Algebra |
| • Product Marketing | • Data Modeling & Programming SPSS | • Pro Web Design | • Discrete Math |
| • Project Management | • Math Algorithms & Systems Analysis | | |