

Eduardo Reyes

User Interface + Motion + Visual Designer

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EXPERIENCE

- **Fanbot - Lead Product Designer**

April 2018 - Present | Guadalajara

Leading the design for Fanbot, a loyalty game platform. I partner with the product and commercial teams to develop design strategies, deliver designs, prototypes and user interfaces to accomplish product and business

- **Freelancer - Visual Designer**

September 2014 - Present

Working with teams of designers and developers on web, mobile, motion and product design projects.

- **Sonora Software - Ui/Ux Designer**

April 2017 - November 2017 | Ciudad Obregón, Sonora

I worked closely with PMs, devs and stakeholders to design and develop digital products. I helped design user flows, delivered wireframes, mockups, user interfaces and web layouts.

- **COTecnologías - Jr Ui Designer**

May 2016 - April 2017 | Hermosillo, Sonora

I teamed up with developers and PMs creating web and mobile apps. I helped designing wireframes, mockups, prototypes, user interfaces and animation. I also created pixel perfect HTML/CSS grids and layouts with the front-end team.

EDUCATION

- **Graphic Design Bachelor**

August 2011 - May 2015

Instituto Tecnológico de Sonora

SKILLS

Interactive Design

Motion Design

User Interface Design

Web Design

User Centered Design

Storyboarding

Wireframing

Design systems

Illustration

SOFTWARE

Sketch

InVision

Principle

Zeplin App

Adobe CC Suite

HTML + CSS