

Eduardo Reyes

User Interface + Motion + Visual Designer

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EXPERIENCE

- **Maniak- UI/UX Designer**

May 2019 - Present | Guadalajara

Helping clients improve their products creating and developing strong Userflows, Wireframes, Prototypes, Hi-Fi user interfaces, UI Motion and Design Systems.

- **Fanbot - Lead Product Designer**

April 2018 - May 2019 | 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 goals.

- **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 + Principle
InVision
Principle
Zeplin App
Adobe CC Suite
HTML + CSS

LANGUAGE

Spanish (Native)
English (Advance)