

Mario Avalos

Design and
User Experience

mariogavalos@outlook.com
206.399.5013
marioava1108.github.io/marioavalos/

EXPERIENCE

Axon

Sr. Product Designer

2019 - 2025

- Redesigned the onboarding journey, cutting deployment time by 50% and support volume by 60% by utilizing AI to synthesize research and align stakeholders
- Boosted customer installation rates from 0% to 60% by launching an automated discovery engine and chatbot, rapidly prototyping with Figma AI (Make).
- Eliminated administrative bottlenecks by engineering a "Service Design" strategy linking hardware serial numbers at purchase.
- Led cross-functional collaboration to architect complex troubleshooting logic, using AI tools to help summarize technical constraints and drive consensus.
- Synthesized complex field research from shadowing installs and support calls, leveraging AI tools to isolate "technical anxiety" and physical constraints for product development.

Avaya

Sr. Product Designer

2018 - 2019

- Designed administrative UIs for building and configuring complex Interactive Voice Response (IVR) menu trees for enterprise contact centers.
- Created visual, drag-and-drop workflow tools for defining caller paths and routing logic.
- Conducted targeted research (interviews, usability tests) with Avaya administrators, contact center managers to understand configuration needs and pain points.
- Simplified the creation of complex call-handling logic, including conditional routing, time-of-day settings, and language localization options.
- Collaborated with engineering to translate platform-specific constraints (e.g., telephony protocols, server-side logic) into an intuitive, scalable UI structure.

Quantum/Castle

Sr. Product Designer

2016 - 2018

- Designed complex data management and visualization interfaces for large-scale enterprise cloud storage solutions, focusing on scalability and performance monitoring.
- Developed user flows, wireframes, and high-fidelity prototypes for key features such as data migration, role based access control (RBAC), and storage capacity planning.
- Conducted user research and usability testing with IT administrators, DevOps engineers, and data architects to understand enterprise-level operational needs and pain points.
- Defined and maintained a consistent design system/library for the cloud console to ensure UI harmony across multiple services and feature sets.
- Collaborated closely with product management and engineering to translate technical constraints (e.g., latency, throughput, security protocols) into intuitive and compliant user experiences.

Amazon

UX Designer (Founding member of Amazon Studios)

2011 - 2016

- Pioneered the core web collaboration experience, enabling users to collaboratively develop and iterate on original stories and professional screenplays.
- Designed a cloud-based interface for creative file management, introducing features for seamless sharing and version control of working documents.
- Created and delivered "Storywriter," a custom word processing application that automatically formatted user input to meet professional screenplay industry standards.
- Developed a range of on- and off-site marketing materials, resulting in featured placements in industry publications such as Variety and The Hollywood Reporter.
- Designed and coded email newsletters and social media communication templates to drive community engagement and participation in the platform.

REFERENCES

Direct contact info available upon request

Dave Suzuki	Principal Product Manager - Hiya Inc.	linkedin.com/in/davesuzuki/
Greg Harder	Principal Product Manager - Axon	linkedin.com/in/gregharder/
Arash Golchubian	Software Engineering Manager - Axon	linkedin.com/in/arash-golchubian/
Stefanie Leyda	Sr Product Designer - Axon	linkedin.com/in/stefanie-m-funtsch/
Karsten Rowe	Principal Product Designer - Veeam	linkedin.com/in/karstenrowe/

SKILLS

Core UX/Design

- Prototyping
- Wireframing
- Usability
- Iteration
- Sketching
- Figma
- Sketch

Visual Design

- Information Architecture
- Interaction Design
- Design Systems
- User Flows

Research & Strategy

- Discovery
- Interviews
- Testing
- Research
- Personas
- System Thinking

Product & Collaboration

- Agile/Scrum
- Gaps Analysis
- Collaboration
- Leadership
- Ambiguity
- Prioritization
- Cross-functional

EDUCATION

The Art Institute of California
2004 - 2007