

# Product Designer | Fernando Vela Meza

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## PROFESSIONAL SUMMARY:

- Having 11+ years working closely with business taking care of the needs of the users to design strategies to create and improve digital products and services.
- Almost 9 years working as a UX UI designer by creating digital products and interfaces to improve the User Experience.
- Lover of usability and its heuristics.
- Ability producing design artifacts such as, scenarios, wireframes, mental models and prototypes.
- Able to use AI toolset to improve and speed up the Design Thinking Process by developing very accurate Design Solutions.
- I can identify and prioritize problem statements and get any Artificial Intelligence chatbot to deliver a clear Problem Statement.
- Capable of driving the definition and creation of new user experiences with products and services by incorporating customer feedback and best practices in order to keep improving.
- Able to detect the best User Personas with AI online tools to speed up the Empathy phase of the Design Thinking process.
- Enhanced productivity with Kan-Ban and project tracking systems such as JIRA and Trello.
- Excellent execution of all visual design stages from concept to final.
- Able to deliver art direction and design solutions through functional wireframes, user flows and mockups with original compositions and proper colors.
- Effectively communicating user research findings (insights), conceptual ideas and detailed design rationale both verbally and visually.
- Able of demonstrating leadership and initiative when working closely with the Product Managers and developers on design strategy, backing feature recommendations, and design approaches.
- Capable of creating, managing and sharing Design Systems for Digital products based on Atomic Design to build and maintain consistency between the prototypes and Final products when working with cross-functional teams like designers and developers.
- Experience designing Dashboards for major companies and projects that require detailed information provided by metrics in the most easy and User Friendly way possible to actually improve the digestion of information at a glance.
- Able to gather insights from Researching using AI tools and develop clear User Stories.
- Highly skilled in Mailing Design (Email design) using Wordpress and FIGMA.
- High experience in portal development and graphic design of UI.
- Experienced in the entire Software Development Life Cycle starting from requirement gathering, prototyping, system analysis and design, development, unit testing, integration testing, documentation and maintenance.
- Experience in UX design of Creating Mockups, Wireframes, Prototypes and sketches.
- Strong design experience in User Interface applications and integration of highly transactional and scalable applications.

- Experience using Remote collaborative tools such as FigJam and Miro to be used in the creative process of Design Thinking.
- Experience supervising the creation of production-ready art assets and style guides for implementation by the development team.
- Ability to understand business needs and detect opportunity areas.
- Able to include AI to complement the Business Ideation process in order to get to the core understandability of the company from the ground up until delivering a polished and well designed product whether it's digital or not.
- Able to design, plan and iterate in the process.
- Vast knowledge of the user interface design process and deliverables throughout development life cycle including designing asset libraries, personas, storyboards, interaction and task flows, wireframes, mock-ups, prototypes and user testing.
- Able to detect needs in the product or service that require improvement or creation of new stages.
- 5 years working with design and redesign of ChatBots.
- 3 years working with Solutions integrating AI in the mix, from workflow to even end solutions.
- 7+ years of experience working with Agile frameworks.

## EDUCATION:

BACHELOR'S DEGREE IN GRAPHIC DESIGN, MODELO UNIVERSITY, MÉRIDA, YUCATÁN CAMPUS, 2014

## TECHNICAL SKILLS:

**UX tools:** Customer Journey Maps, Personas, Product Vision Board, Interaction Map, Heuristic analysis, What? How? Why? Empathy map, Insight detection InVision, Adobe XD, Keynote, Quicktime (for recording usability testing), A/B Testing, Tree Testing.

**UI tools:** Figma, Sketch App, Adobe XD, Atomic Design, understanding how to work with Frontend languages and tools like Basic HTML and CSS, Basic Knowledge of Balsamiq and Axure RP 9.

**Graphic Design tools:** Adobe Suite (Photoshop, Illustrator, InDesign)

**Multimedia tools:** Adobe Suite (Premiere, After Effects) Photography DSLR camera knowledge, Illumination, Framing, Balance, composition, storytelling, Adobe Suite (Photoshop, Lightroom).

**Office tools:** Microsoft Office, Keynote, Numbers, Pages OS MacOS, Microsoft Windows.

**Tracking tools:** Jira, Trello, Google drive.

**Methodologies:** Human Centered Design, Design Systems, Atomic Design, Lean UX, Agile, Scrum, Waterfall, Design-Thinking, Design-Sprints, Rapid-Prototyping.

**AI for Designers:** Chat GPT, Gemini, Dall-E, Perplexity, AI Brainstorming, AI Value Proposition Canvas Generator, AI Toolbox for innovators, User Persona | Free AI-Powered Personas in Seconds, Recollective Inc., Typper, Galileo AI, Riter, Frontitude, Uizard, Visily, Attention Insight Heatmaps | AI-Driven Pre-Launch Analytics, Neurons AI, 3M VAS, Heurix, User Testing AI, Otter AI, Reclaim AI, Fairlearn.

## COURSES & CERTIFICATES:

- **AI for Designers | Online Certificate Course** at IDF (Interaction Design Foundation) | Certificate ID: [87231-2025-1027462](#)
- **Design systems-how to craft successful components | Online Masterclass Certificate** at IDF (Interaction Design Foundation) | Certificate ID: [87231-2024-173344](#)
- **Accessibility: Design for all | Online Certificate Course** at IDF (Interaction Design Foundation) | Certificate ID: [87231-2023-616585](#)
- **Mobile User Experience (UX) Design | Online Certificate Course** at IDF (Interaction Design Foundation) | Certificate ID: [87231-2021-463574](#).
- Diploma for having completed the **Service Design Program | Face-to-face format** at Service Design México | Duration of 50 practical hours.
- Diploma for having completed the **UX Immersion Program and Digital Product Design | Face-to-face format** at Multiplica Academy | Duration of 125 practical hours.
- Course **“Design Thinking, the new mentality to accelerate innovation”** taught by: Sebastián Eduardo Grassi. Citibanamex University. Date: July/ 20/ 2017 / at Citibanamex corporate from Mexico City.
- **G Suite certificate** | Awarded by XERTICA for having participated in the Training in mail, calendar, hangouts and drive.

## PROFESSIONAL EXPERIENCE:

#13 HONDA / Ohio, United States.

Mar 2025 – May 2026

UI UX Lead Designer

**Project #1:** I was responsible for improving HONDA Assembly Line’s Web App called **MDRS (Manufacturing Data Reporting System)**. MDRS is the internal platform where the Associates and Team Leads that work on the Assembly Line upload and Sync up their daily work to the HONDA’s database to keep track of the daily work/workload.

**Roles & Responsibilities:** Lead UX - UI designer

- Involved in empathizing with the HONDA’s Stakeholders (PO, BO, TL, Front and Back end Devs) to understand the actual necessity of the project.
- I organized a Quick Workshop with HONDA’s Stakeholders to define 3 types of Personas that work on the HONDA’s assembly line.
- Ran a few 1 on 1 User (Team Leads and Associates from the Assembly Line) Interviews to understand the current status, pain points, but also what can be improved on MDRS.
- Got Ownership of the Internal Platform’s Design System (FIGMA File) to update , maintain, share and Publish components and styles using the best and Non-destructive design practices.
- Designed and prototyped 3 of the MDRS’s Mobile App Workflows (Check Sheet Entry, Process Quality Assurance and Barcode Scanner).
- Ran 2 sessions of Usability tests with the help of the Associates and Team Leads that work on the Assembly Line to understand what works and what doesn’t from the improvements of MDRS that I designed by loading the FIGMA prototype on the Internal Phone called ZEBRA.

- While working on the project, I was creating, editing and sharing the Design System assets, and styles with the Dev team but also feeding HONDA's Main Design System FIGMA File with some of the components that I created for MDRS because I build components with Atomic Design's Best Practices so the Nested Complexity and configurability of the Assets required to be very granular, advanced and Specific.
- Finalized and Polished the High Fidelity Prototype.
- Our Team delivered the brand new MDRS Mobile App Design to HONDA.
- Supervised the actual performance of the App On-Site, by shadowing the Associates and the Team Leads while they work on the Assembly Line.

**Environment:** Stakeholders Map, 1 on 1 Interviews with stakeholders, FigJam, Customer Journey Map, Atomic Design, FIGMA, LoFi Mockup (Sketching), HiFi Mockup, Prototyping, Testing, Research.

**Project #2:** I was responsible for creating a Design System for Honda of America, this Design System is scalable and fully customizable to be used across the company. It adapts and helps teams work their way to the end solution and be consistent with it.

**Roles & Responsibilities:** Lead UX - UI designer

- With the Best practices of Atomic Design, I created a robust-living Design System that embodies Honda's Design Language.
- I included the use of: Primitives, Variants, Font Styles, Color code, Shape Design, Measurements (Padding, Gap, Spacing, Sizing, Corner Radius) System that helps other Designers and Developers align to a consistent view of Honda's Interfaces.
- Created Components in FIGMA with the enabled feature of Quick Properties adjustments, and also with the use of Nested Components, so all of the components are "non-destructive", which means, you can work on components and Nested components and they won't break or behave oddly if you update something in them.
- Consistency and Accessibility are the top priorities that I brought to this Design System, and by following Honda's Philosophy of Service, thousands of people are meant to interact with this Design System so I had to be conscious of the pain points.
- Ever since MCP connection feature was brought to FIGMA, I started labeling components and elements to be "MCP Friendly" so any Developer Software that can connect through MCP technology, could read and understand the Design System in the best way possible, meaning that there's the possibility to share this Design System with even more Associates than ever before.

**Environment:** Atomic Design, FIGMA, HiFi Mockup, Prototyping, Testing.

**Project #3:** I was responsible of designing the Dynamic Manpower management platform, before the solution was conceived, Manpower was managed through WhiteBoards, markers and paper (Offline), Once the design came to light, Dynamic Manpower Platform became a fully functioning holistic platform, covering the Whole Spectrum of Devices available for the users to handle in the assembly line (Smartphone, Tablets, Desktop and TV).

**Roles & Responsibilities:** Lead UX - UI designer

- Through a couple of workshops with Project's Stakeholders from Honda, we were able to identify 70% of the Mobile solution to manage Manpower in the assembly line.
- FYI: Stakeholders were identified before I joined the team, User contact was done through Business Owner (I did not have direct contact to talk to them)
- We Detected 3 different User Personas based on User knowledge that the Business Owner had through his many years of working with them.
- We planned Tasks/deliverables and loaded them on Jira to start working on the project.
- With the help of Ultra Kit, I was able to Create HiFi Prototype Mockup Screens.

- I created a Questionnaire for the Business Owner to get feedback from end users (around 1.5 business days of work) and I fixed and improved a few things based on that feedback.
- Delivered a complete Digital approach to solve a Man Power Management workflow in the assembly line.

**Environment:** Atomic Design, FIGMA, HiFi Mockup, Prototyping, Testing.

**Project #4:** I was responsible eFIC (Electronic Final Inspection Card) designing the proper solution for a project that currently is analogue, on the assembly line Honda keeps track of the cars defects with a printed paper with around 300 fields to fill by hand and then inputting them in the platform (transcribe) called QICS, this solution could save several minutes of many Associates on their work everyday, this translates to hours if not days of slow workflow every year.

**Roles & Responsibilities:** Lead UX - UI designer

- Responsible for detecting a major solution for a problem that users were facing in order to speed up the Quality and Assurance record process.
- I went to the plant and shadowed/interviewed a handful of Users so I was able to get proper feedback of the “BAU”
- I used Copilot to summarize and detect Patterns and Painpoints to target with the Design to come.
- With the help of Ultra Kit, I was able to Create HiFi Prototype Mockup Screens.
- I tested the Prototype with 4 different Users of the Assembly line and got feedback from end users, then, I fixed and improved a couple of things based on feedback.

Side Note: By the time I left the company, this was in Development, so I was not able to gather feedback after Going Live.

**Environment:** Atomic Design, FIGMA, HiFi Mockup, Prototyping, Testing, shadowing, interview.

**Project #5:** This project is tightly linked to the eFIC project, this is actually the platform in which Honda Associates enter the defects after getting them down in the Final Inspection Card (As described on Project #4)

**Roles & Responsibilities:** Lead UX - UI designer

- For this project, the request was straightforward, to improve and bring consistency with the use of Ultra Kit since many products were adopting Ultra Kit as the Default/Standard UI Kit.
- This was not a UX but mostly UI Design work, There was no UX request for The Lab.
- I created the HiFi Mockup Screens in FIGMA and delivered a fully clickable prototype QICS design.

**Environment:** Atomic Design, FIGMA, HiFi Mockup, Prototyping.

**Project #6:** Honda Auto Tracker (HAT). I was responsible for applying Ultra Kit to HAT to bring consistency to the platform, ease of use, accessibility and all of the benefits that Ultra Kit has in it.

**Roles & Responsibilities:** Lead UX - UI designer

- With the help of Ultra Kit, I was able to Create HiFi Prototype Mockup Screens of HAT.
- I presented the solution to Stakeholders and delivered a FIGMA link to them for whenever they plan on developing this new HAT image.

**Environment:** Atomic Design, FIGMA, HiFi Mockup, Prototyping.

**Project #7:** Ultra Locator, this project is about a Realwear device that is able to track and detect anything with the use of AI through a little camera and screen located in front of the user's eye.

**Roles & Responsibilities:** Lead UX - UI designer

- Honda detected that there is some delay in the process in which an Associate is looking for a car in the parking lot and when the Associate is taking notes of the defects found in the Quality assurance process of the assembly line.
- In FIGMA I created a HiFi Prototype of the workflow of the Ultra Locator using Ultra Kit's Design System.
- Worked along with the Developer that was responsible for developing the digital solution.
- We were able to test the solution with the End user and got feedback from them through quick interviews.

**Environment:** Atomic Design, FIGMA, HiFi Mockup, Prototyping, Testing.

**#12 Verizon / Texas, United States.**

**Apr 2024 – Oct 2024**

**Lead UX Researcher / Designer**

**Project #4:** I was responsible for Redesigning the \*OneCloud's UX UI in depth, redesigned many tailormade tools (such as Dashboards, Budget Schedulers) that live within One cloud for Verizon Instances/projects/budget administration.

**Roles & Responsibilities:** Lead UX - UI designer

- I Planned a redesign UX UI approach based on Design Thinking for the redesign of the platform.
- Had Interviews with OneCloud Users and Managers.
- I digested the outcome provided from the interviews and Identified many Issues within the platform, many were addressed by the Users and some of them I found.
- I made LoFi Mockup Screens to test the possible solutions for those specific problems.
- I got Insights from the testing and reworked a few alternatives for the solutions I previously Designed.
- I retested those reworked Mockup Screens, now in HiFi using FIGMA.
- Once the solutions were accepted and no friction was found, I did the handoff to the development team.

**Environment:** HiFi Mockup, Clickable Prototype, Atomic Design, Figma, Miro, Testing, Research, Interviews, Sketching.

\*One Cloud is the Internal Platform for the whole Verizon Company.

**Project #5 [Client Verizon]:** I was responsible for Designing the Cloud Notification Engine's UX UI.

**Roles & Responsibilities:** Lead UX - UI designer

- Had Interviews with OneCloud Users and Managers of OneCloud.
- We found that the problem the users were facing but mostly the Managers were: Being able to Schedule Notifications as needed, to be able to add, edit and fully customize the Notifications within OneCloud and being able to /load all of the content required within OneCloud was a must for this project.
- Went directly to the HiFi Mockup Screens to test our theories and see if the solution worked (which it did) this fast paced solution was a straightforward a tailor made solution for OneCloud Users.

- I got Insights from the testing and reworked a few alternatives for the solution.
- Presented the use cases based on the insights to the Stakeholders through Miro to get to an agreement on the new path for the Redesign.
- Fine tuned the Mockup Screens signed off (handoff) to Verizon's Dev Team.
- Once the solutions were accepted and no friction was found, I did the handoff to the development team.

**Environment:** HiFi Mockup, Clickable Prototype, Atomic Design, Figma, Testing, Research, Miro, Interviews, Sketching.

\*One Cloud is the Internal Platform for the whole Verizon Company.

**#11 Verizon/ Texas, United States.**

**May 2023 – Feb 2024**

**UI UX Lead Designer**

**Project #1:** I was responsible for improving the User Experience Design of the platform called **FinOps**. FinOps is the Financial Operations platform in which the internal users (Verizon's financial directors, managers, admins and employees) worked on the company's budgeting, budget reporting and more. My core responsibilities were the understanding, digesting and redesigning the FinOps Platform.

Understanding the project was a complete challenge because the team had already started working on it a week before I joined the project, so they had already a more complete scope of it than me, but through a few team workshops, asking through Slack/Emails and asking them for quick 1 on 1 meetings I was able to catch up with them in no time, same things I had to do with the Identified Stakeholders that were involved in the project, I scheduled a few meetings to ask them the status of the platform, what they knew were the pain points and the things that worked perfectly, and I did the same as for the Users, Gathering the information from the Users was the most fun and challenging part of my job here, because they were always busy and always canceling our meetings because of Verizon's tight schedule they all had, so I had to use Miro to basically display all the findings and insights of the project to keep them updated and on-board with the progression of the project. After having all the input from the actual standing point and understanding the Nor-Star, I was able to start thinking on the actual redesign of the platform, basically the first deliverable was a LoFi "mockup" (Drawing) to quickly test with some of them and get their feedback to iterate or move to the next phase, While working on the Low-Mid Fidelity Mockups, I Assigned the task to another Designer to finish polishing the Low Fidelity Mockup while I was working on the creation of the Verizon's FinOps Design System (Based on Verizon's Design System) in FIGMA based on Atomic Design methodology.

In this project itself, the platform needed the design of several new dashboards and 2 of the existing ones needed to be redesigned and developed.

I Redesigned the complete workflow of General Configuration, Budgeting, Budget Reporting, Run Scheduler, Dashboard design, Cloud Efficiency Reports, Budget Override.

**Roles & Responsibilities:** Lead UX - UI designer

- Involved in empathizing with the Brand by understanding the current status of FinOps as a complete platform.
- Involved in 1 to 1 interviews with Users, (Low level Users, Stakeholders and some managers in Verizon) to get a better understanding of the complexity Pain-Points and also Gain-Points from the current status of FinOps what they like and Struggle with when comes to using the platform when they have to complete a task.
- Designed All of the Master Components in FIGMA based on Verizon's Design System shared Style Guidelines.

- I did the design of the Dashboard in FIGMA Software for all of the Different User levels (Profiles) attained to the end result such as Low level users (CMMS) Managers, Directors, for them to keep track of the Budgets, find out if any Budget is facing an anomaly and fix it on the spot.
- Mocked up and prototyped all of the FinOps platform to be a working prototype.

**Environment:** Stakeholders Map, 1 on 1 Interviews with stakeholders, Miro, FigJam, Customer Journey Map, Atomic Design, FIGMA, LoFi Mockup, HiFi Mockup, Prototyping, Testing, Research.

**Project #2 [Client Verizon]:** I was responsible for Redesigning the **\*One Cloud's Home Page and Menu UX & UI**. I was In charge of the redesign of the Homepage of One Cloud and the Menu used to navigate One Cloud and all of its branches.

**Roles & Responsibilities:** UX - UI designer

- Interviews with Stakeholders to understand their input about what Users have been telling them throughout the years of using One Cloud.
- Research on many different ways of presenting a Menu and not break the Mental Model in a way that complicates navigation to the User.
- Designed the Mockup Screen in Low Fidelity within FIGMA, the idea on how the new design will improve the overall UX to the user.
- We decided to use Adaptive and also fully customizable Home page to the users and Move the Menu from the top to the left side of the page.
- I made Mid and High Fidelity Mockups (I Made the HiFi Mockup into a fully clickable Prototype) in FIGMA to test 2 different variants of the Home Page and Menu redesign.
- I was responsible for the Design Handoff of the FIGMA File (Design System, Mockup and Prototype) to the Tech Lead, PO and BO from Verizon's team because the implementation will take place in June.

**Environment:** LoFi Mockup, HiFi Mockup, Prototyping, 1 on 1 Interviews with stakeholders, FigJam, Atomic Design, Figma, Adobe XD, testing, Research.

\*One Cloud is the Internal Platform for Verizon employees.

**Project #3 [Client Verizon]:** I was responsible for Redesigning the **\*One Cloud's ChatBot's UX and Look and Feel**, also worked on the Search Page's (Results page) UI.

**Roles & Responsibilities:** Lead UX - UI designer

- I used One Cloud's Chatbot to fully understand what was its capabilities, behavior and limitations of the current Chatbot that "lives in OneCloud".
- I researched for the best ChatBots in the market right now to see what helps the users in OneCloud, how to present it and suggested the overall behavior of the Chatbot towards the User.
- The Chat Look and Feel was also improved, evolving from a plain text look and feel, to actually have a Bubble chat conversation look and feel.

**Environment:** HiFi Mockup, Clickable Prototype, Atomic Design, Figma, FigJam, Testing, Research.

\*One Cloud is the Internal Platform for the whole.

#10 Verizon/ Texas, United States.  
Feb 2022 – Feb 2023  
UX UI Designer

**Project #1:** I was responsible for understanding the workflow of the platform called **EnGRAM** for requesting new projects through Verizon's internal website. Designed new components that were required for improving the experience when using EnGRAM. Designed a complete admin panel for Manager Stakeholder Level so they can see and have an overall understanding of EnGram users and their involvement in each project they requested.

**Roles & Responsibilities:** Lead UX - UI designer

- Involved in empathizing with the Brand by understanding the current status of EnGram's workflow.
- Involved in the research process with another UX Designer teammate to identify User needs.
- Involved in 1 to 1 interviews with Users, (Low level Users, Stakeholders and some managers in Verizon) to get a better understanding of the complexity and the main purpose of EnGRAM and where we needed to head it.
- Designed Most and major components based on Verizon's Design System shared Style Guidelines in FIGMA Software.
- Mocked up and prototyped all of EnGRAM's platform to be a working prototype using FIGMA.
- Designed the Dashboard for the EnGRAM Managers to keep track of the approved/pending/rejected budgets for different Cloud Projects throughout the company.

**Environment:** Stakeholders Map, Persona cards, 1 on 1 Interviews with stakeholders, Customer Journey Map, Atomic Design, Figma, Adobe XD.

**Project #2:** I was Involved in a project called **3D WiFi Analyzer**, In which, the Research team found that the users wanted to have improved connection throughout their home devices and Verizon with their 5G Routers, were able to provide a great solution by allowing the users add and administrate their devices at home with AR (Augmented reality), so the user will be able to map their devices at home. The app will be able to tell the user the signal strength that is provided to each device and make some suggestions about where to locate them in order to have better signal.

**Roles & Responsibilities:** UX - UI designer

- LoFi Prototyping using FIGMA.
- HiFi Prototyping based on Verizon's Design system shared Style Guidelines using FIGMA Software.
- Component design (Atomic Design) in FIGMA based on Verizon's Design system shared Style Guidelines.
- Make a working Prototype for testing and explaining to stakeholders.
- Testing and feedback collection about what works and what has to be improved.
- Rework (as needed).
- Design Handoff to Developer team to build the platform in a fast paced work environment.

**Environment:** Personas, 1 on 1 Interviews, Atomic Design, FIGMA.

**Project #3:** I was Involved in a project called **Conversational AI**, In which we build an AI that'll live in a tablet at most if not all of Verizon's stores (branches) and customers will be able to interact with it to find out what they need or want even before approaching a Verizon teammember. This AI has the capability of understanding (through voice or chat) user Technological-related needs and offer them the best solution and point the user to the right direction.

**Roles & Responsibilities:** UX - UI designer

- LoFi Prototyping in FIGMA Software.
- HiFi Prototyping based on Verizon's Design system shared Style Guidelines in FIGMA.
- Component design (Atomic Design) in FIGMA based on Verizon's Design system shared Style Guidelines.
- In FIGMA, I made a working Prototype for testing and explaining to stakeholders and Project Manager.
- Testing and feedback collection about what works and what has to be improved.
- Rework (as needed).
- Design Handoff to Developer team to build the platform in a fast paced work environment.

**Environment:** Personas, Atomic Design, FIGMA.

**Project #4:** I was involved in a project called **AI Environmental Sustainability System (AESS)**. The platform provides information to the user through a TV Screen on top of 3 specified trash bins, this AI has the capability of identifying, categorizing and indicating in which bin the user is supposed to drop the item. First, the camera sees the user approaching, It detects if the user has disposable items, it scans the items, it categorizes it and displays almost immediately on the screen, where to drop each and every item the AI sees.

I was in charge of designing the UI for the screen and also the Configuration (Settings) panel for the managers to be able to upload, edit and delete items as needed, also designed the Dashboard screen to identify where and which type of waste is disposed and how to improve based on those metrics.

**Roles & Responsibilities:** UX - UI designer

- HiFi Prototyping based on some basic Verizon's Design system Style Guidelines.
- Make a working Prototype for testing and explaining to stakeholders.
- Testing and feedback collection about what works and what has to be improved.
- Rework (as needed).

**Environment:** Personas, 1 on 1 Interviews, FIGMA.

**Project #5 [Client Verizon]:** I was Involved in a project called **AR Factory of the Future**, In which I was responsible for designing the first approach of an interactive prototype of how the AR software will work for Factory owners to configure their "Smart Factory machines" to work seamlessly so they can understand at first hand, how Verizon's 5G improves everything in the assembly floor.

**Roles & Responsibilities:** UX - UI designer

- HiFi Prototyping of the Corporate Dashboard and Workflow for the Chief Executive Officer (CEO) of Verizon Wireless Hans Vestberg in which his sales team would reach out to different companies and show the Highest level Stakeholders how to upgrade their corporate connection through 5G and the benefit this would bring to their daily production.
- Make a working Prototype in FIGMA for testing and explaining to stakeholders.
- Testing and feedback collection about what works and what has to be improved.
- Rework (as needed).

**Environment:** Personas, 1 on 1 Interviews, FIGMA Software.

**Project #6:** I was Involved in a project called **Phone Trade Mobile**, In which There is a couple of channels involved, one is Verizon's App and the other is the Verizon's website and the main goal of this project is to provide a frictionless solution to users that want to get a new smartphone through Verizon's TradeIn program. The Journey

begins digitally and provides an estimated value of their smartphones by taking some photos of the device and answering a few questions.

This implementation not only provides a nice way of giving the user valuable information like “Estimate Device value and Device condition” but also, allows Verizon to reach the users more options, some of them may be the right ones and the Users didn’t even know they existed.

**Roles & Responsibilities:** UX - UI designer

- HiFi Prototyping.
- Make a working Prototype in FIGMA for testing and explaining to stakeholders.
- Testing and feedback collection about what works and what has to be improved.
- Rework (as needed).

**Environment:** Personas, 1 on 1 Interviews, FIGMA.

#9 Entravision / Mexico City, Mexico.  
Feb 2021 – Jan 2022

**Lead UX UI Designer - UI Designer**

**Project #1:** I’m the UX UI Lead responsible for **El Botón’s** ([www.elboton.com](http://www.elboton.com)) **website and APP**, which is a major radio streaming service platform, a concentrator of radio stations in which you can listen to your favorite radio shows, Playlists and Podcasts.

**Roles & Responsibilities:** Lead UX - UI designer

- Involved in empathizing with the Brand by understanding the current status of the brand in the market by looking at some metrics provided by El Botón’s Product Owner.
- Benchmarked the top radio and music platforms to identify best practices.
- I created a strong Design System based on Atomic Design for El Botón Brand in FIGMA design software.
- Designed the website of El Botón Responsive (Mobile, Tablet and Desktop) to achieve the best interaction possible regarding the device and the use case scenarios for the Consumer.
- Hand Off and follow up to the Dev team on building the website correctly.

**Environment:** Stakeholders Map, Persona board, Customer Journey Map, Adobe Photoshop CC, FIGMA, Miro, Zeplin, Atomic Design, Microsoft Word, Microsoft PowerPoint, Smartphones for audio recording.

**Project #2:** I’m the UX UI Lead responsible for the NBC [Palm Springs website](#), which is a news company based in Palm Desert, California 92260.

**Roles & Responsibilities:** Lead UX - UI designer

- Involved in empathizing with the Brand by understanding the current status of the brand in the market by interviewing the Business Owner, News anchors and the PO.
- I did a benchmark analyzing the Do’s and Don’ts from the market.
- I made sketches about possible solutions by applying Design principles based on great Accessibility and Human centered design best practices.
- Displayed and explained all the insights using Miro remotely to get the Stakeholders involved in the Creative Process of redesigning the platform.
- I created a strong Design System based on Atomic Design for the NBC Palm Springs website in FIGMA.

- Used FIGMA to design the website of NBC Palm Springs Responsive (Mobile, Tablet and Desktop) to achieve the best interaction possible regarding the device and the use case scenarios for the Consumer.
- Designed the Admin and Manager Level Dashboard so they can keep track (Metrics and analytics) of the news released, the engagement and if there's an issue to be addressed, that could be done through the Dashboard itself.
- Tested and improved the 1st, and second Lo-Fi Prototypes.
- Hand Off and follow up to the Dev team on building the website correctly.

**Environment:** Stakeholders Map, Miro, Persona board, Adobe Photoshop CC, FIGMA, Atomic Design, Microsoft Word, Microsoft PowerPoint, Smartphones for audio recording, Usability Testing.

**Project #3:** I'm the UX UI Lead responsible for [Noticias Ya website](#), which is a news company for the latino market based in the US.

**Roles & Responsibilities:** Lead UX - UI designer

- Involved in empathizing with the Brand by understanding the current status of the brand in the market by interviewing the Business Owner, News anchors and the PO.
- I did a benchmark analyzing the Do's and Don'ts from the market.
- I made sketches about possible solutions by applying Design principles based on great Accessibility and Human centered design best practices.
- I created a strong Design System in FIGMA, based on Atomic Design for the NBC Palm Springs website.
- Designed the website of NBC Palm Springs Responsive (Mobile, Tablet and Desktop) to achieve the best interaction possible regarding the device and the use case scenarios for the Consumer.

**Environment:** Stakeholders Map, Persona board, Adobe Photoshop CC, FIGMA, Atomic Design, Microsoft Word, Microsoft PowerPoint, Smartphones for audio recording, Usability Testing.

**Project #4:** I'm the UX UI Designer responsible for designing **Noticias Ya's** mailing campaign. The goal was to reach as many people within the Latino community that live in the United States and deliver important news in their language.

**Roles & Responsibilities:** Lead UX - UI designer

- Designed the templates of the emails in FIGMA
- Translated the Designs into Wordpress.
- Handoff to the Developer Team to fill the Template's content and connect Data within the CMS (Content Management System).
- Tested the Emails to a very small demographic for further improvement gathered data from the CMS to see how the campaigns were working.
- Redesigned a few things from the templates that were not working as expected and released the campaign to a larger demographic scale.

**Environment:** Adobe Photoshop CC, Atomic Design, WordPress, CMS, FIGMA, Usability Testing.

## #8 PlayaMia / Cozumel, Mexico.

June 2019 – Dec 2019

Head of UX - UI Design / Sr. Service Designer.

**Project #1:** The Cozumel Trolley Tour project. PlayaMia's CEO had the idea of bringing to Cozumel Island a trolley tour service in which the Tourists (Mostly from the United states of America and all around the world) will be taking this tour to know and enjoy a professional guided tour.

**Roles & Responsibilities:** UX - UI designer / Team Lead / Design thinker

- Involved in empathizing with the Brand (project at that time) by understanding many things before starting.
- Worked with Directors and leads of the whole areas to communicate and make them part of the creation and understanding of the project with a Stakeholders Map, a we created a Proto-Persona, we filled a Project Vision Board, we did a Customer Journey Map, also a double Diamond board to identify the best solution for the right problem, and we did a MoSCoW Method (Prioritizing tool) to define the MVP of the project.
- Created Product Backlog, so the different areas understood where and when to participate on the project.
- Created benchmark of the different websites of Trolleys around the world and detected the best practices of them all, based on usability and heuristics, then we did a Card sorting with the customers that come to the park so we identified the possible content we needed to create for them to make them like our tour. I did Tree Testing with US citizens to identify the structure of the website and its sections for the best usability.
- Tested with my team a LoFi wireframe to identify if the funnel we suggested was the best option to make sales of the tour (and it did).
- I created in FIGMA the Design System for the Cozumel Trolley Tour Brand, which is a Digital Brandbook to be used by any designer and developer no matter where they are as long as they use the Design System based on Atomic Design for creating "screens" to improve the experience.
- I designed the home screen and the whole shopping cart experience of the Brand in FIGMA software.

**Environment:** Stakeholders Map, Proto-Persona board, Product Vision Board, MoSCoW Method of prioritization, Customer Journey Map, Double Diamond Board, Product backlog for Sprint 0, Adobe Photoshop CC, InVision, Zeplin, Sketch App, FIGMA, Axure RP 9, Atomic Design, Microsoft Word, Microsoft PowerPoint, Smartphones for audio recording, Usability Testing.

**Project #2:** Design system (UI) with an atomic design mindset for the team to use the styles and assets as quickly as possible to rebuild the PlayaMia.com website.

**Roles & Responsibilities:** UX - UI designer

- I did the Design system of the brand based UCD in FIGMA.
- Defined the color style, font style, input styles of the brand with an Atomic Design methodology.
- Creator of this shared file to use within the team.

**Environment:** Adobe Photoshop CC, FIGMA, Atomic Design, Microsoft Word, Microsoft PowerPoint, audio recording, Usability Testing.

**#7 Santander / Mexico City.**  
**October 2018 – May 2019**  
**UX - UI Lead / Service Designer.**

**Project #1:** I got involved in a UI design Project in which me and my team (Designers, Dev's, Technical leads, PO, Scrum Masters) had to make an adjustment to the funnel of the **SuperDigital Account** for College and Employees that don't want to attend to a branch and rather apply for their card through our website.

**Roles & Responsibilities:** Ux - Ui Designer Team Lead.

- Empathize with the bank's goal by attending to some meetings with the stakeholders and team members.
- Designer of a Customer Journey Map to understand the opportunity areas to improve the experience of the customer's journey.
- I made a quick LoFi prototype to test the suggested funnel and content of the funnel.
- Designed the responsive prototype solution for testing using FIGMA.
- Responsible for redesigning the UI of the whole funnel.
- Created the prototype of the funnel to be ready for testing.

**Environment:** Customer Journey Map, Sketch App, FIGMA, Usability testing.

**Project #2:** Service Design project of Santander México called Estados de Cuenta (Billing statement) in which the bank had the need of making all the Digital and Non-Digital clients paperless because the printing and distribution price of the billing statement of those customers are almost 400,000 USD monthly.

**Roles & Responsibilities:** Ux - Ui Designer / Team Lead.

- Empathize with the bank's goal by interviewing stakeholders.
- Responsible for the user research process by understanding the needs of the customers with 1 on 1 interviews, shadowing customers inside the bank branch.
- Designer of a Customer Journey Map by detecting all the digital and non-digital touchpoints the customer has with the bank.
- Responsible for designing the strategy to approach and convince the customer of becoming paperless with the research insights.
- Designer of the Prototype of the mobile app solution for testing using FIGMA.
- Responsible for redesigning the Billing statement of the bank.
- Account executive dialogue designer to approach and convince the customer to become paperless.

**Environment:** Stakeholders Mapping, MoSCoW Method of prioritization, Customer Journey Map, Adobe Photoshop CC, Adobe XD, Sketch App, Microsoft Word, Microsoft PowerPoint, Usability testing.

**Project #3:** UX Design project of Santander México called "App de Incentivos" (Incentives App) in which the bank Need a platform for sales executives in bank branches in which you monitor your card sales, insurance and investments and with it you can channel the sales efforts to generate greater productivity in the bank branch.

**Roles & Responsibilities:** Ux - Ui designer / Team Lead.

- Empathize with the bank's goal (interviewing stakeholders).
- Responsible for the user research process by understanding the needs of the sales executives, sales managers, Branch Directors and Area Directors with 1 on 1 interviews, inside the bank branch and calls.
- Facilitator of a co-creative workshop along with the stakeholders and users to define the MVP.

- Designer of the information architecture and site map.
- Designer of the dashboard (UI) with an Atomic Design methodology.

Environment: Stakeholders Mapping, MoSCoW Method of prioritization, Customer Journey Map, Adobe Photoshop CC, FIGMA, Microsoft Word, Microsoft PowerPoint, DSLR camera, Usability testing.

**#6 TotalPlay / Mexico City.**  
**April 2018 – September 2018**

**Lead UX - UI Designer / Jr. Service Designer.**

**Project #1:** UX Design project of TotalPlay called Totalzone in which the company needed a digital platform (flashpage) to help the customers to connect to their own WiFi services in specific public areas like airports, parks, malls, etc.

**Roles & Responsibilities:** Ux - Ui designer / Team Lead.

- Understanding the company's goal through this possible solution (empathy).
- User research by applying shadowing technique and 1 on 1 interviews on the field (empathy).
- With the team, we detected the insights and prioritized the best possible solutions to be tested (define-ideate).
- Designed the Design System of the digital product based on Atomic Design methodology in FIGMA.
- Designer of the flashpage prototype in FIGMA.
- While me and my team were making Usability testing with users, I was in charge of making the storytelling of all the processes we've made to keep the stakeholders interested in our project so we can go to the CEO of the company with a strong argument of why the company needs this platform.
- Delivery of the final UI assets through FIGMA to the dev team and supervised the implementation.

**Environment:** Shadowing, Interviews, Usability testing (Quicktime, DU Recorder), FIGMA, Sketch App, Adobe Photoshop CC, Atomic Design, Microsoft Word, Microsoft PowerPoint, DSLR and Smartphone camera, Usability Testing.

**Project #2:** UX Design project of TotalPlay called Socios TotalPlay (TotalPlay Partners) in which any user could sell TotalPlay services in the area.

**Roles & Responsibilities:** Ux - Ui designer / Team Lead.

- Complete understanding of the goal of TotalPlay with this app.
- Detected the true value offered to the user by this possible solution.
- Raise the different cases in which the product could be used.
- Investigate in depth the true needs of the user regarding the application.
- I designed a Customer Journey by detecting the different contact points in the use of the application at a conceptual level in FIGMA to speed up the decision making process.
- Designed the UI and the Micro-interactions of the App In FIGMA.
- The High fidelity mockup screens (HiFi Mockup) was basically a core managing screen/Dashboard for the End User to track the progress of the sales he's/she's been made through the Billing Cycle of the Day/Week/Month/Year and find out geographically the places that need more attention.
- Prototyped the app for testing using FIGMA Software.
- Tested the app on the field.
- Insights were found and the conclusion was that Users wanted and needed the Dashboard to be able to provide quick bullets of Advice to improve their work, so the team decided to include AI in the project for a future release.
- Delivery of the final UI assets through FIGMA to the dev team and supervised the implementation.

**Environment:** Interviews, DU Recorder, FIGMA, Sketch App, Adobe Photoshop CC, Adobe XD, Microsoft Word, Microsoft PowerPoint, DSLR camera.

#### #5 CitiBanamex / Mexico City.

September 2016 – April 2018

Sr. Visual Designer / Sr. UX - UI Designer.

**Project #1:** UX UI Designer of the offers site of Citibanamex website in which the partners of the bank place their offers for the users.

**Roles & Responsibilities:** Visual Designer / Ux - Ui designer.

- Redesign of the promotion's website of the Citibanamex portal.
- Visual design of offers of the site of Citibanamex.
- Designed the Dashboard to administrate the Offers that were published to the Market so the end Clients (Brands and Partners) could take a look and see how the Offer they published on Citibank's website is doing based on Metrics and Analytics.
- Contact with the bank to update and maintain existing offers.

**Environment:** Interviews, Sketch App, Adobe Photoshop CC, Adobe XD, Microsoft Word, Microsoft PowerPoint.

#### #4 Vanguard / Mérida, Mexico.

August 2015 – August 2016

Sr. Visual Designer / Jr. UX - UI Designer.

**Project #1:** Designer of UI products, publicity campaigns and visual design of many well-known beer brands in the area like Cerveza Victoria (Victoria Beer), Grupo Modelo, Montejo and Los de Pescado which is a seafood restaurant.

**Roles & Responsibilities:** Visual Designer / Ux - Ui designer.

- Visual designer of the brand's social network posts.
- UI designer of a website with gamification concept for Victoria Beer brand.
- Visual design lead of the Xmatkuil fair 2015.
- Designer of the Communication line of Montejo Carnival 2016.

**Environment:** Adobe Muse, Adobe Photoshop, Illustrator, Microsoft Word, Microsoft PowerPoint, DSLR camera.

#### #3 Gráfica WEB / Mérida, Mexico.

January 2014 – July 2015

Jr. Visual Designer / Jr. UI Designer.

**Project #1:** Designer of websites, publicity campaigns and print materials for clients.

**Roles & Responsibilities:** Visual Designer / Ui designer.

- Web designer.

- Visual design of publicity.
- Photographer
- Printer
- Design project salesperson

**Environment:** Adobe Muse, Adobe Photoshop, Illustrator, Microsoft Word, Microsoft PowerPoint, DSLR camera.

## #2 SEDUMA / Mérida, Mexico.

July 2013 – September 2013

College student / Graphic Designer.

**Project #1:** SEDUMA (Ministry of Urban Development and Environment) needed a solution for making the kids of schools pay attention and really understand the importance of taking care of the planet, understanding the damage we do to the planet by not separating nor recycling our garbage and how to be part of the solution.

**Roles & Responsibilities:** Graphic Designer.

- Identify which is the real problem that SEDUMA is facing.
- Detected the content that the kids consume this day and what gets their attention
- Designed a possible solution (Multimedia Prototype).
- Tested it with the kids and made a quick test for them to see if it really works.
- Created a full video to give SEDUMA the right tool to communicate to the kids.

**Environment:** Adobe (After Effects, Premiere, Photoshop, Illustrator), Microsoft Word, Microsoft PowerPoint, DSLR camera, Handcrafted paper characters to be animated.

## #1 Yucatán (State Government) / Mérida, Mexico.

July 2012 – June 2013

College student / Graphic Designer.

**Project #1:** The Secretariat of Communications and Transportation (SCT) needed a solution to give the users an easy and a friendly way to understand the routes of the buses of the public transportation service and possible connections to get from one place to another inside the city.

**Roles & Responsibilities:** Graphic Designer.

- Understanding the SCT problem and the need.
- Detected the user needs, pain points and opportunity areas of innovation in the solution.
- Stakeholder interview (SCT Lead) to really understand if the ideation process is going well according to their capabilities of development and implementation.
- Detected that the MVP should mainly connect routes between universities, parks and museums in the city.
- Designed the look and feel of the website (UI)
- Prototyped a solution of a responsive website and delivered the UI assets to the SCT so they could develop and be implemented.

**Environment:** Interview, Customer Journey, Photoshop, Illustrator, Microsoft Word, Microsoft PowerPoint.

# FREELANCE PROJECTS

## #1 Cozumel For Fun / Cozumel, Mexico.

December 2019 – January 2020

UX UI Designer

**Project #1:** This is a freelance project that I was involved in, I created the brand logo and the Design System (Digital brand book) for the company. I also made a quick prototype in Adobe XD so I was able to test the usability and the funnel of the website.

**Roles & Responsibilities:** Service Designer.

- Project analysis (Stakeholder interviews, detecting client's objectives and goals and service).
- I made a Persona board.
- I did a Benchmark analysis of the actual market in Cozumel to understand some trends on the island transportation services.
- Detected that price and customer service are the main factors for a booking decision, also the activities of the tours.
- Prototyped at high fidelity.
- Tested the prototype.
- Got some interesting insights like: The menu button isn't good at the top because nowadays, the smartphones are getting bigger and hands aren't.
- Designed a whole UI Design System for the brand
- Created the Funnel of the Website.
- Designed the home screen and shopping cart of the Website.

**Environment:** 1 on 1 Interviews, Archetype definition (Persona), Adobe Photoshop CC, Adobe XD, Microsoft Word, Microsoft PowerPoint, Smartphone camera.

## #2 Mercadoni / Mexico City.

June 2018 – August 2018

Service Design consultant.

**Project #1:** Service design consultancy for the improvement of Mercadoni service, which is an application in which any user can make supermarket purchases online, Mercadoni needed to reach more customers and make the ones that they already consumed their service to come back and make them loyal to the brand.

**Roles & Responsibilities:** Service Designer.

- Project analysis (Stakeholder interviews, detecting client's objectives and goals and the actual user of their service).
- Creation of archetypes, understanding the user needs, motivations, habits, pain points, gain points and motivations.
- Creation of an Empathy map to really know where Mercadoni is located in the user's mind and detecting opportunity areas to improve in the service.
- Benchmark (Analysis of the actual market in Mexico City to detect opportunity areas, best and bad practices to approach through the best solution for the user based on his needs).
- Detected that practicality as a competitive factor and confidence as an innovation factor was the best strategy to increase the market and make the user become a frequent or loyal user.
- Defined the MVP (Potential and functional solutions in which this particular case was the improvement in some features of the App that they already have).
- Prototyped at medium and high fidelity.
- Tested the prototype and told the conclusions, recommendations and next steps.

**Environment:** 1 on 1 Interviews, Archetype definition, Stakeholders Mapping, Empathy map, Customer Journey Map, Service Blueprint, Adobe Photoshop CC, Adobe XD, Microsoft Word, Microsoft PowerPoint, DSLR camera, Smartphone camera.

**#3 Necesito Doc (I need a doctor) / Mexico City.**

**September 2017 – December 2017**

**UX - UI Consultant.**

**Project #1:** UX - UI consultancy Necesito doc (I need a doctor) for the creation of a mobile platform for medical consultations.

**Roles & Responsibilities:** UX- UI designer.

- Project analysis (Stakeholder interviews, detecting client's objectives and goals).
- Benchmark (Heuristic analysis of the actual market in Mexico City to detect opportunity areas to approach the solution).
- User research (Understanding the user needs, creation of proto-personas scenarios and storyboards).
- Define MVP (Potential and functional solutions).
- Prototyping at medium and high fidelity.
- Usability testing of the prototype and detection of improvement.
- Closing by telling the conclusions, recommendations and next steps.

**Environment:** Stakeholders Mapping, Interviews, Heuristic analysis, Customer Journey Map, Storyboard, Personas, Adobe Photoshop CC, Adobe XD, Sketch App, Microsoft Word, Microsoft PowerPoint, DSLR camera, Smartphone camera.