

OVERVIEW

A lead UI, UX, and product designer with 14 years experience in end-to-end design of interfaces used by millions for mobile, responsive web, streaming media players (TV), and AR/MR headsets.

SUMMARY OF SKILLS



- Software: Figma, Sketch, Illustrator, Photoshop, After Effects, UserTesting.com, & Cinema 4D.



- UX/UI: Design systems, wireframes, UI mockups, user flows, prototypes, motion design, & style guides.



- Research: User interviews & stories, personas, journey maps, design workshops, & user testing.

- Strong artistic background in drawing, painting, & conceptualization.

- Excellent written, verbal, & presentation skills.

PROFESSIONAL EXPERIENCE



Sr. Product Designer | ESPN (The Walt Disney Company) | Remote (Apr 2022 - Jan 2024)

- Lead the UI/UX design of major product features for the ESPN apps (iOS/Android) & website.
- Design products used by 20 million+ users on the ESPN app, #1 in Sports on the App & Play Stores.
- Carry projects through the entire design life-cycle from ideation to release, manage design systems.
- Collaborate with devs & product owners, run design workshops, conduct user research & testing.
- Major Projects: Gamecast, Scores & tournament pages, NCAA & NBA brackets, & core accessibility.



UI/UX Design Lead | Heru | Remote (Jul 2021 - Apr 2022)

- Managed the design team's projects, workflow, software, and ran design workshops/reviews.
- Designed experiences on AR/MR headsets and the web portal to diagnose vision deficiencies.
- Created wireframes, design systems, hi-fi UI, prototypes, motion design, and supported user tests.



UI/UX Design Consultant | World Wide Technology | Denver, CO (May 2020 - Jul 2021)

- Led the design of responsive websites and native mobile applications.
- Designed wireframes, user flows, hi-fi UI, prototypes, and animation. Supported user testing.



Lead UI/UX Designer | Wunderman Thompson Mobile | Denver, CO (Feb 2015 - May 2020)

- Led the design of native applications for phones, tablets, wearables, AR, & TV media players.
- Design lead for the Webby Award winning JetBlue app and the first ever AR sports app, PGA Tour.
- Additional Clients: NBA, March Madness Live, NHL, MLS, NCAA, Pac-12 Networks, CNN, & AT&T.



UI/UX Designer & Developer | Four Winds Interactive | Denver, CO (Jan 2011 - Jan 2015)

- Created interactive apps for kiosks, tablets, and video walls, client consultation, & software training.
- Clients: Royal Caribbean, Boeing, VISA, Vail Resorts, Starz, NBA, Dallas Stars, & Marriott Hotels.



Web/Graphic Designer & Painter | Mark Lopez Design | Denver, CO (Apr 2009 - Present)

- Self-employed designer of websites, apps, logos, marketing, & branding materials.
- Create oil paintings & illustrations for homes, galleries, & restaurants.

EDUCATION



BA in Digital Media Studies, BA in Studio Art

Minor: Computer Science

University of Denver • June 2010