

# Alan Quinonez

Sr. Ux/UI Designer

✉ quinonez.alan@gmail.com

☎ 408-771-5482

🌐 alanrq.com

## Highlights

15+ years of professional experience, including:

- **Digital Product Design:** Creating and maintaining design systems & pattern libraries that accelerated development of interfaces on desktop and mobile devices for B2C and B2B SaaS companies.
- **Human-Centered Design:** Empathizing with users, and producing creative solutions that removed points of friction through iterative brainstorm, wireframes, mockups, and testing of prototypes.
- **Giving back:** Running a successful Kickstarter to publish a bilingual children's book for children with cancer.

## Skills Summary

- Lean UX/UI Design, applying data from A/B testing along with design-thinking methods in Agile environments (GitLab, JIRA)
- Sitemaps, User Flows, Wireframes and Prototypes using Adobe CC, Sketch, Omnigraffle, Balsamiq, Figma, Invision, etc.
- Desktop and Mobile responsive design using best practices in HTML5/CSS3/JS(React), Material Design, and WCAG 2.0 guidelines
- Branding, Iconography and Mascot Design, Motion Design & Video Editing
- Outstanding service & collaboration attitude. Fully fluent in English & Spanish

## Employment History

*Files.com, Sr. Designer*

*Jul 2020 - Present*

- Redesign the features of the Files.com web App, into their equivalent for mobile devices, while setting up design pattern style guide in Figma for fully native Android app.
- Redesign Files.com's internal CRM tool through:
  - Contextual inquiries, to understand the user's workflow and detect points of friction.
  - Mockup updated UX Patterns and workflows in Figma.
  - Code designs from Figma into existing platform developed with .haml and .scss.
- Provide Design and CSS support for React App and Marketing website by iterating through lo-fi, hi-fi and interactive Figma prototypes.

*Topix.com / PCH, Sr. User Experience Designer*

*Jan 2007 - Feb 2020*

- Teamed with developers to break down prototypes into component-based design patterns, that enabled ongoing A/B testing and multiple design iterations, all while using HTML, CSS React/Javascript best practices.
- Empathized and advocated for users by conducting usability tests, and A/B testing to validate design decisions.
- Participated in the designing evolution of Topix content authoring and management tools.
- Mentored and trained new and current team members in the best practices for UI and UX design.

*Knight Ridder Digital, User Interface Designer*

*May 2005 - Dec 2006*

- Worked closely with senior producers, product managers, developers, and QA to develop and improve the UI for over 30 user-facing newspaper websites as well as Knight Ridder's Content Management System.
- Performed heuristic evaluations and usability studies for e-commerce platform.

## Community Involvement

- As part of the Sequoia High School Academy Mentor Program, mentored high-school youth in at-risk communities.
- As part of Groundspark / The Respect For All Project, co-facilitated public workshops that addressed the root causes of bullying, helping create more inclusive, welcoming, and thriving schools and communities.

## Education

- **Bachelor's Degree in Graphic Design**, Universidad de Guadalajara, Mexico. 2003.