

NOEL LOPEZ

Objectives

Work on challenging projects, being able to manage teams of talented members, offer and learn the best solutions in User Experience and User Interface. Looking forward to achieving great results through collaborative effort.

Professional Summary

- 15+ years of experience in **User Interface** for digital products.
- About 6 years of experience in **User Experience Design** creating participating in user journeys, user flows, wireframes, mockups and prototypes.
- Involved in direct contact with **internal** and **external clients**.
- Business requirements understanding translated to **product design solutions**.
- Efficient team member with excellent work/time management and interpersonal skills.
- Hands on experience in **mentoring** and **training** of junior designers.
- Ability to work under **strict deadlines**.
- Experience with **Agile** and **Waterfall** methodologies.
- Rich Experience with **Graphic & Web Design tools** from the Adobe Creative Suite, Figma & Sketch for User Interface Design and Development.
- Extensive use of **Figma** in the last 2 years creating and managing **Design Systems** with **components** in an advanced level.
- Expertise in frontend development technologies like **HTML, CSS and JQuery**.
- Experience on **responsive design** using the Bootstrap framework and slight knowledge in Foundation framework.
- Rich Experience in using the **iOS & Android User Interface** elements.
- Experience in managing **Apple's Developer program** and **iOS Enterprise program** accounts.
- Experience on leading teams of 4 to 6 persons in **Web Design** and **Web Based & Mobile Applications** development.
- Expertise on **Video Edition** tools like Adobe Premiere and Apple Final cut.
- Expertise on **2D Animation** tools like Adobe After Effects.
- Expertise on **Audio Edition** on Adobe Audition, Apple Soundtrack and Audacity.
- Expertise on **Audio Mixing** on Apple Logic Pro.

Professional Experience

Collabera Inc, Dallas DFW, Texas

Sr. UX Designer

November 2021 – Present

Description:

Current discovery engagement with one of the largest American airline companies for a baggage transformation project. End to end understanding of the journey of the bags when users travel by airplane taking into account all the possible scenarios for mishandles baggage and suggest areas of improvement.

Responsibilities:

- Direct contact with stakeholders.
- Business presentations.
- Project Management.
- Process Improvement.
- User research.
- Product design
- User experience design for web applications.
- Visual design concepts.
- Wireframing.
- Prototyping.

Environments:

Figma, Adobe XD, Sketch, Adobe Illustrator, Adobe Photoshop, Mac OS, Windows, iOS, Android, Visual Studio, Azure DevOps, Office 365.

Photon Infotech, Dallas DFW, Texas

UI/UX Designer

September 2017 – October 2021

Description:

User experience and interface design for clients like MetLife, Santander and Toyota. For the last 3+ years working onsite with Cinemark. Agile projects managed in Azure DevOps and knowledge of Jira. Great disposition to work in team and with other areas involved in the project. Ability to lead and deliver projects from start to end.

Responsibilities:

- Direct contact with stakeholders.
- Business presentations.
- User experience design for websites, mobile apps and kiosk.

- User interface design for websites, mobile apps and kiosk.
- Visual design concepts.
- Wireframing.
- Prototyping.
- User research.
- User testing.
- HTML, CSS & LESS coding in Visual Studio.
- 2D Animations.

Environments:

Figma, Adobe XD, Sketch, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Mac OS, Windows, iOS, Android, Visual Studio, Azure DevOps.

Origina Estudio, Mexico City, Mexico

Co-founder - UI/UX Designer

October 2014 – September 2017

Description:

User experience and interface design for websites & mobile applications, creative concepts, basic marketing and social media. The goal, make both, client and user fall in love with the product, involving visual design and functionality. Collaboration with previous employer to keep developing Digital Publications on Adobe Digital Publishing Suite (Discontinued).

Responsibilities:

- Project management.
- Direct contact with stakeholders.
- Look for the right solution for each project as each one has its own needs.
- Project management of digital projects with the development team.
- User Experience Design for websites and mobile apps.
- User Interface Design for websites and mobile apps.
- Wireframing.
- QA for websites and apps.
- HTML and CSS coding for multiple websites.
- Digital publications built with the Adobe Digital Publishing suite, creating monthly folios for each Magazine and kiosks development where the customers could buy individual folios and/or subscribe yearly or monthly.
- Use of Bootstrap Framework for responsive web designs.
- Websites development in Wordpress.

Environment:

HTML, CSS, Adobe Illustrator, Adobe Photoshop, Sketch, Adobe Digital Publishing Suite (Discontinued), Sublime Text, Mac OS, iOS, Android, Titanium Appcelerator, Wordpress, Trello.

Varlachea Comunicación, Mexico City, Mexico

Project Manager - UI/UX Designer

November 2010 - September 2014

Description:

User experience and interface design for websites & mobile applications, creative concepts, basic marketing and social media. Responsible of providing the production team all the sources to deliver the right solutions. Occasional support with frontend coding and QA.

Responsibilities:

- Project management.
- Direct contact with stakeholders.
- User Experience Design for websites and mobile apps.
- User Interface Design for websites and mobile apps.
- Wireframing.
- Test and correction of HTML and Javascript code using Titanium Appcelerator SDK Tool for iOS applications.
- Management of Apple's Developer program and iOS Enterprise program accounts.
- HTML5 animations.
- HTML and CSS coding for multiple websites.
- QA for websites and apps.
- Digital publications built with the Adobe Digital Publishing suite, creating monthly folios for each Magazine and kiosks development where the customers could buy individual folios and/or subscribe yearly or monthly.
- Use of Bootstrap Framework for responsive web designs.

Environment:

HTML, CSS, Adobe Illustrator, Adobe Photoshop, Adobe Flash, Adobe Digital Publishing Suite (Discontinued), Sublime Text, Mac OS, iOS, Appcelerator SDK, Freedcamp.

ILIKETHIS, Prague, Czech Republic

Graphic & Web Designer

May 2008 - October 2008

Description:

Temporary work due to temporal residence in Prague where the company was committed to create digital marketing campaigns and web-based applications and websites to the clients.

Responsibilities:

- Creative concepts.
- Business presentations.
- Website design in Adobe Photoshop and Adobe Illustrator.
- Creation of animated banners in Adobe Flash and Adobe Fireworks for digital advertising campaigns.
- Design for printed materials in Adobe Illustrator.
- Basic HTML and CSS coding.
- Basic User Experience review for existing designs.

Environment:

HTML, CSS, Adobe Illustrator, Adobe Photoshop, Adobe Flash and Adobe Fireworks.

Education

- Bachelor's Degree in Graphic Design at Universidad Tecnológica de México, Atizapán, México • 2000 - 2003.
- Master's Degree in Project Management at Universidad Tecnológica de México, Atizapán, México • 2017 - 2019.

Skills

Design Tools Figma, Adobe XD, Sketch, Adobe Illustrator, Adobe Photoshop and Adobe InDesign.

Web Development Tools VS Code, Visual Studio, Sublime Text.

Office Tools Microsoft Office and Google Suite.

Audio Edition and Mixing Tools Adobe Audition and Apple Logic Pro.

Video Edition Tools Adobe Premiere, Adobe After Effects and Apple Final Cut.

Coding Languages HTML, CSS, SASS & LESS.

Frameworks Bootstrap.

Operating Systems Mac OS and Windows.

Project Management Tools Azure DevOps, Jira and Trello.

Tools and Utilities Web browser element inspector, PHPMyAdmin and Wordpress.

Interests

- Spending time with the family
- Listening to music
- Writing music
- Traveling