



Jonathan Ruiz

Product Designer

San Mateo, CA

I am a multidisciplinary designer focusing on interactive user experiences and visual branding. My goal is to envision how people experience products and bring that vision to life by collaborating cross-functionally to create intuitive, accessible and easy-to-use products for the end user. Born in Bogota, Colombia and raised in sunny South Florida, I moved to San Francisco in 2015 and fell in love with the West Coast. When I am not designing or doing an online tutorial, you can find me jamming to my electric bass, doing something outdoors or binge-watching Netflix with my wife. I'm always looking to make epic work with an amazing team! Let's chat.

Experience

Senior Product Designer

GLINT

Redwood City, CA

Jul 2018 - Present

Product Designer

Shazam

Redwood City, CA

Jun 2017 - Jun 2018

+ Led the 'TV Tentpole' redesign and worked cross-functionally with teams to reimagine a new, simple and more intuitive user experience for users who Shazam music while watching TV and awards shows.

+ Worked with team to evolve the Shazam For Artists platform by applying user feedback to design feature-level solutions that improved usability on mobile, tablet and desktop. Helped create all marketing efforts which included: presentations, social media templates and email notification campaigns.

+ Spearheaded the maintenance and development of Shazam's iOS and web design UI Kit systems.

+ Devised the creation of a new internal social tool to help the Social Media Marketing team create assets on the fly without any assistance from the design team.

+ Collaborated with the Product Lead, Head of Design and developers on the new track page to ideate innovative and efficient ways to improve the overall user experience by analyzing and understanding key user data.

Education

General Assembly

UX Design Certificate, User Experience Design

2016 - 2016

Florida International University

Bachelor's Degree, Advertising

2011 - 2013

Broward College

Associate's Degree, Graphic Design

2007 - 2010

Senior Visual Designer

Shazam

Redwood City, CA

Apr 2015 - Jun 2017

- + Collaborated with Head of Design and colleagues to conceptualize, design and build amazing interactive experiences, while helping define and improve Shazam's global brand
- + Managed all aspects of brand marketing-driven creative assets to ensure the work from various internal teams met brand standards and project timelines
- + Provided design mentorship to colleagues and new hires by guiding their design-perspective and ensuring the delivery of strategically sound and pixel-perfect designs
- + Collaborated with project managers and developers (in various offices) on projects such as the relaunch of Shazam.com, Shazam For Artists, Shazam Artist Dashboard, Shazam Music Insights, Shazam AR World by directing them through the implementation of responsive design, providing specs and assets

Art Director

Sun Broadcast Group

Boca Raton, FL

Jun 2011 - Apr 2015

- + Created and evolved all visual brand language for web, print and internal tools
- + Effectively managed freelance and in-house designers while maintaining and delivering on personal workload. Set priorities and drove projects to timely completion
- + Worked with marketing, affiliate, and digital departments to develop innovative design solutions
- + Hired, trained and provided creative direction
- + Efficiently communicated and negotiated with third-party vendors

Graphic Designer

Metro Signs

Hollywood, FL

Jul 2009 - May 2011

- + Designed and produced logos, posters, vinyl wraps, banners, advertisements, brochures, newsletters, and flyers.
- + Learned various production processes and techniques.

Skills

UX/UI Design

Digital Product Design

Wireframing

Prototyping

Visual Design

Branding/Identity

Art Direction

Sketching

HTML/CSS

Contact

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