



Jonathan Ruiz

Product Designer

San Mateo, CA

I am a designer focusing on interactive user experiences, design systems and branding. My goal is to envision how people experience products and bring that vision to life by collaborating cross-functionally to create user-centered, intuitive, and accessible products. 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

DocuSign

San Francisco, CA

Nov 2019 - Present

Senior Product Designer

GLINT (Acquired by LinkedIn)

Redwood City, CA

Jul 2018 - Aug 2019

- + Teamed up with the Head of Design and colleague to develop, foster and evangelize a design culture at Glint.

- + Collaborated cross-functionally with Product, Engineering and Marketing teams to develop and launch various features that enhanced Glint's manager capabilities such as: Manager Concierge, Strength and Opportunities and Email notifications/reminders.

- + Worked on the foundational building blocks to create a unified product and get us closer to the vision of a people success platform. This work included projects such as: Unified Navigation, Unified Login, Unified Report's Page, and Goal + Action Plan Integration.

- + Created and maintained Glint's UI Web Kit that included improved components such as a new icon library, refined color palettes and better UI patterns. This allowed the team to have an easily accessible source of truth and design features more consistently and efficiently.

- + Worked on both Android and iOS applications to

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

improve the native experience for our users. Particularly, I delivered an Android style guide to provide guidance and alignment with developers.

+ Maintained a high level of positivity and collaboration with other teams such as Marketing, Customer Success and People Science by supporting them with screens, presentation decks and other design related requests.

Product Designer

Shazam (Acquired by Apple)

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.

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 (Acquired by Gen Media Partners)

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.

Designer

Jruiz Design

San Mateo, CA

Apr 2015 - Present

Contract and freelance work for various companies.

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

Wireframing

Prototyping

User Testing

Competitive Analysis

Visual Design

Contact

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San Mateo, CA

Branding/Identity

Art Direction