

RICARDO E. GÁLVEZ

— UX / UI Designer

CONTACT

EMAIL

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PORTFOLIO

ricardogalvez.design/portfolio

PHONE

267.918.6598

SOFTWARE/TECH.

Figma

Adobe CC

Sketch

HTML

Sass / CSS

JavaScript

SKILLS

User Interface Design

User Experience

Design Systems

Prototyping

WCAG / Accessibility

Agile Development

EDUCATION

Bachelor of Fine Arts
University of the Arts,
Philadelphia, PA

I am a multidisciplinary designer with over eight years of experience in web design and development. I have designed and built interfaces for small businesses and large cultural institutions alike.

I am seeking a position in User Interface, Experience or Visual Design

EXPERIENCE

Senior UX / UI Designer 2022 — 2023

Pearson | Senior UX / UI Designer

Successfully designed and deployed new features improving workflows and notifications for Bronte, an authoring platform for eText and ePublications

v default component design and theming effort for Bronte's next-generation authoring environment

Successfully conducted comprehensive product design research and explorations for the experimental learning platform Curriculex

Web Designer & Developer 2018 — 2022

Native Bound Unbound | Project Design & Technical Lead

Successfully defined technical requirements and established the branding and design systems.

Stablehouse.io | Freelance – UI Engineer

Successfully launched the company's marketing site from Figma to production with Gatsby and Tailwind

Il Nido Seattle | Freelance – Project Lead

Directed and executed all aspects of the project; layout, visual design, logo design, and frontend development

New York Public Library, 2015 – 2018

UI / Visual Design and Development | Design Lead

Successfully oversaw a diverse range of web and interface design projects from concept, prototype to production and accessibility

Conducted the experience and interface design for NYPL's Shared Collections, Staff Picks, and New Arrivals applications

Website Redesign | Lead Designer

Held a leadership role in the design and implementation of a new conceptual and visual language for the library's main website

Design System Development | Design Engineer

Owned and maintained a codebase built with Jekyll, SCSS, JavaScript, and HTML

Improved designer and developer experience by leveraging Gulp, git, and npm

PBS / THIRTEEN, New York Public TV, 2009 – 2015

UI / UX Design | Design Lead

Conducted the visual, UX and interface design for THIRTEEN Explore an iOS video on-demand app for IOS / iPad

Web Design | Designer – Individual Contributor

Produced production ready layouts, typographic, color, multipage websites using Illustrator, CSS and HTML