

Professional Experience

Verkada

Lead Product Designer, Mobile

Providing product and interface leadership on Verkada's mobile interfaces. Launched a major overhaul of their core mobile app. Helping unify patterns across mobile web. April 2023 – present

Apple

HI Designer, Apple News & Stocks

Responsible for a navigation redesign of News Publisher. Contributed accessibility auditing and feature design exploration for the News & Stocks apps. March 2021 – March 2023

Facebook

Product Designer, Facebook News

Led editorial curation tools, user controls, and advanced prototyping. Contributed to social features, growth, and 2020 US election data and information experience. June 2019 – January 2021

Facebook

Product Design Intern, Design Tools

Expanded an internal tool used by Facebook engineers to get design specs. Internship work was implemented and widely used across the company. May – August 2018

Google

UX Engineer, Search

Created native iOS prototypes for user research and design exploration, plus Swift frameworks to support their rapid creation and on-the-fly tweaking. October 2015 – November 2016

Fork — Launching a food service

Product Designer & iOS Developer

Designed their app, documented its design system, and helped hire a full-time designer — all in one month of freelance work. Later, built the first version of their native iOS app. July – August 2017 & January – July 2018

Seahorse

Product Designer, Web

Shipped an all-new web client for a former privacy-oriented photo album sharing service. September 2013 – March 2014

Freelance

Web Designer & Front-End Developer

Started while a junior in high school, kept going to continue learning digital design. 2007 – 2012

ONDA — Media collective

Designer & Front-End Developer

Online media collective. Produced online radios, several blogs, among other concepts. 2008 – 2010

Betazeta Networks

Web Designer

First designer at then-largest hispanic blog network. Corporate site design lasted years. 2008

Education

Master of Fine Arts

Design and Technology

The New School, Parsons, NYC

2017 – 2019

Bachelor of Arts

Design

Universidad Católica de Chile

2009 – 2013, 2014 – 2015

Awards

The New School

Provost's Scholarship

2017

🍏 WWDC

Student Scholarship

2013

Teaching

Universidad Católica de Chile

Teacher, Introduction to App Design

Designed 30-hour course on mobile interface design for graduate graphic designers. Guided 19 students across 3 instances. February – July 2017

Universidad Católica de Chile

TA, Information Design 2013

Independent Projects

Doppi & Cromi

Designer & iOS Developer

iOS apps I've fully designed and developed as a hobby. Doppi is a beautifully simple player for your local music files. Cromi was a modern app for Santiago's transit system. April 2015 – present



Cromi: [Case Study](#) 📄

Doppi: [Case Study](#) 📄 [Website](#) 🌐

Cuánto Falta, Postcards, and more

Designer & iOS UI Developer

Co-created indie apps created with engineer friends. Cuánto Falta was the first (and nicest) iPhone app for Santiago's public transit system, and Postcards was a Tumblr client that let you focus on individual posts. 2009 – 2015