

## 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

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## 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

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## Awards

### The New School

#### Provost's Scholarship

2017

### 🍏 WWDC

#### Student Scholarship

2013

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## 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

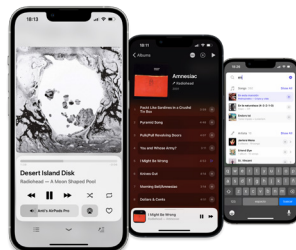
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## Independent Projects

### 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