

SUMMARY:

- Over 20 years of experience in interaction design & development websites and marketing products. More than three years of experience in design and testing Angular applications.
- 5+ years of experience in analysis, design, development of .NET applications using WPF, 5 years of experience in analysis, design, development of SharePoint applications
- 15+ years of experience in Project Management as Chemical Engineering. Worked on projects in waterfall and agile methodology. Extensive experience using CMS such as Webflow, SharePoint, CQ5, Adobe XD, Figma, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Acrobat Pro, Sketch, InVision, Miro, Zeplin, Axure, Slack, Abstract, Adobe CS Suite Experience Manager (AEM), Cascade, and TeamSite. Cross-browser and device development testing
- Experience creating sketches, wireframing, Low-fidelity prototypes and High-fidelity wireframes for different web and mobile products using different tools from paper and pencil to film prototypes
- Tested web UI pages using Angular, NodeJS, Typescript, HTML CSS, XHTML, HTML5, CSS3. Manually test the Accessibility and Usability using software such as Jaws or NVDA. Experience with the latest version of the Web Content Accessibility Guidelines (WCAG)
- Experience with change control and code versioning tools, using GitHub. Extensive experience using Project, Figma, Visio, Photoshop, Illustrator, InDesign, Premier, After Effects, XD, Flash applications, and creating Systems Design using Figma
- Experience in working with multiple vendors and geographically distributed team. Strong analytic and problem-solving skills. Extensive experience localizing from English Spanish English

TECHNICAL SUMMARY:

Operating Systems:	Windows 11 including previous versions, macOS
Databases:	Microsoft SQL Server, Microsoft Access
Languages:	HTML5, CSS3, SCSS/SASS, Typescript, JavaScript, jQuery, XAML, NodeJS, Angular 1.5, 2.0, 6, 7, 8 & 9, 10, 11, Bootstrap 3, 4, & 5, C#, and dot NET. Familiarized with API's
Methodologies:	Agile, UI/UX, Waterfall, Understanding of cross-browser compatibility challenges
Tools:	Visual Studio Code, PowerShell, SharePoint, Eclipse, CQ5, TeamSite, AEM, Figma, After Effects, Sketch, Zepline, Silverlight, Dreamweaver, Notepad++ , WordPress, Jira and Git, Slack, Webex.
Graphics:	Adobe XD, Photoshop, Illustrator, InDesign
Modeling:	3DMax, CATIA V-4
Video Editing:	Adobe Premier
Office:	Microsoft Office365, ZOOM Videoconferencing

ACADEMIC QUALIFICATION:

Associate of Applied Arts Degree in Website Administration, Art Institute of Seattle – Seattle, WA
Bachelor of Science Chemical in Engineering from Universidad Nacional Autónoma de Mexico, Mexico City, Mexico

CERTIFICATIONS / PROFESSIONAL AWARDS:

Certified ScrumMaster from **ScrumAlliance** Jan 28th, 2020. Member ID: 1040754
Working towards Web Accessibility Specialist (WAS) certification
Working towards MongoDB Certification within Full Stack Developer
Working towards Angular Certification within Full Stack Developer
Working towards AWS Architected Framework Certification
Formally enrolled within the Microsoft Certified Systems Developer (MCSD) Program at Northwest Technical College in Lynnwood, WA

LINKS:

Portfolio Online: <http://boundlessenergy.net>

LinkedIn: <https://www.linkedin.com/in/enrique-olvera-garcia-5a412623/>

SKILLS MATRIX:

Skill	Years Used	Last Used
Web Development	20+	Current
Sass, Flexbox, and Angular Material	20+	Current
HTML5, CSS3, Bootstrap5, JavaScript/TypeScript	20+	Current
UI/UX Designer/Developer	20+	Current

PROFESSIONAL EXPERIENCE:

Boundless Energy LLC (Independent Contracting for local clients)

Jan 2002 – Present

UX/UI Designer

- Ability to lead meetings and communicate professionally and positively. Stay organized and be able to answer questions about project milestones. Listen to clients; understand their needs, talk with words they'll understand, lead with empathy, and ensure we are both on the same page.
- Content Management, Web Design and Development Professional with extensive experience in content management and understanding of Latin American market environment, cultures and work ethics.
- Drives user-centric, iterative and collaborative design process revolving around rapid prototyping, user research, continuous improvement & deployment within Adobe XD and Figma.
- Using the Agile Principles, interact with different clients to pitch their requirements to present proposals for their needs.
- Dealing from Project management to design, develop, release and maintenance of variety of products such as websites, Marketing Promo Packages, Banners, etc., producing sketches, comps, redlines, graphic assets, to design and develop web sites.

Full Stack Developer Certification has allowed to keep-up with Angular in some projects that are going to be released to production some time at the end of 2020, or early 2021.

Role and Responsibilities:

- CSM / Product Designer / Graphic Designer. Create documentation for Basis of Designs and Proposals. Design all kinds of marketing products
- Apply User Research, including Surveys, Visual Design and UX Design Principles designs for a medium and large projects
- Design Wireframes, mock-ups with Adobe Photoshop, Illustrator, XD, and recently Sketch, and Figma to develop custom websites, including video editing with Adobe Premier, using XD, and visual design
- Develop a Design System using Figma
- Used SharePoint 365 Online with couple of clients. Used CMS to manage websites, such as AEM. Used XHTML, CSS, HTML5, CSS3, Bootstrap, JavaScript, SASS, Susy, Media Queries, Typography for mobile, tablets or desktop users, including the most popular browsers in the market
- Applying UX/UI with Angular 8 to design and develop two websites. Coordinated with multiple personal clients a successful development, testing and deployment of a single project. Quickly resolved issues and bugs found on designed websites
- Testing designs after pushing to pre-production, and production Servers.

Tools Used: Visual Studio 2012, VS Code, Webflow, Figma, Sketch, XD, ProtoPie, Photoshop, Illustrator, InDesign, Premier, After Effects, Visio, and FireShell Framework,

Oxford Global Resources/ Smarter Balanced (University of CA Santa Cruz)

Mar – Oct 2022

UI/UX Designer (Remote)

Role and Responsibilities:

As part of the Reporting System team, designing, and prototyping for a variety of projects. 6+ months hands-on Figma, Photoshop, Jira, and Git.

Description: Provide support and assistance for the following areas:

1. Product enhancements (one example currently known: RDW Phase 7 Project)
 - Participation in product team events and collaboration as needed
 - Receive functional and technical demos of product to get an understanding of the current state of the system/product
 - Generating wireframes, interactive prototypes (Adobe XD) and hi-fidelity visual UI design.
 - Support business requirements elicitation with product owner and team
 - Create with 2-3 Wireframe versions as needed
 - Create with at least 1-2 hi-fi mock-ups, preferably using Figma as needed
 - Assist in the Design to Developer hand-off
 - Provide UI Developer support and knowledge transfer as needed
 - Testing all designs after developers pushed to the pre-production, QA, and production Servers.
 - Created a Design System using Figma
2. WordPress (WP) - if high priority requests are received during the contract timeline
 - Assist with minor enhancements, support, and updates of WordPress sites as needed

Tools Used: Photoshop, Figma, Jira, Office365, ZOOM Meetings

Infosys/ T-Mobile

Dec 2015 – Dec 2019

UX/UI Designer-Developer

- Description: As part of the design process for HTML packages requested by the client, the testing for quality control was included to validate that design was complying against the redlines provided by the client.
- This validation requires being knowledgeable of the latest technologies requested by the client such as Angular, NodeJS, Bootstrap, Typescript, HTML5, CSS3 and media queries for mobile, tablets or desktop users, including the most popular browsers in the market.
- Follow and execute practical understanding of current technologies, platforms, and design trends using Figma, Sketch, Adobe XD, Adobe Photoshop and Abstract.
- Good understanding of overall web design including basic usability, accessibility, industry standards, architecture, and navigation. Strong knowledge of JavaScript with OOP. Good knowledge and working experience in AngularJS (1.x) to Angular 8, including API's

Role and Responsibilities:

- As part of the eservices sprint team developing, authoring, debugging and manually testing code for variety of projects. 4+ years hands-on complex design projects using Angular developing with HTML5, CSS3, TypeScript
- Worked with the HTML projects, manually testing for incongruences the HTML5 pages before delivering to the client. When running into incongruencies went back to the code to fix them
- Validating designed pages against the specified Redlines from client while they were created with Angular and Bootstrap, from legacy pages build with Angular 1.x code to the latest projects built with Angular 8
- Simulation for smart phones, tablets, and desktop breakpoints specified by media queries for responsive development. Manually test the Accessibility and Usability with screen reader software like Jaws or NVDA cross mobile devices, tablets, laptops, and desktops
- Testing was conduct with browsers required by the client such as Chrome, Firefox, Internet Explorer, Edge, and Safari. Began learning AEM and ReactJS to be able to design some HTML pages for the immediate future use
- Manually test the Accessibility and Usability using Jaws or NVDA software. Experience with the latest version of the Web Content Accessibility Guidelines (WCAG)

Used tools: CQ5, Visual Studio Code, Eclipse, AEM, Jira and Git

Synect Media

Mar 2015 – Oct 2015

UX/UI Designer

- Description: Designing custom animations using on digital signage for different airline and software customers. Last project involved in designing the UI/UX Intranet website for their customers.

Role and Responsibilities:

- Performed User Research principles, including Surveys
- Applied Visual Design and UX Design principles designing Wireframes mock-ups with IxD, Visual Design, Photoshop to develop custom motion graphics/ animations. Used HTML5, CSS3, jQuery, some JavaScript and Bootstrap. Testing debugging and deployment

Used tools: WebStorm, Photoshop, Visio

VMC/ Microsoft

Aug 2013 – Oct 2014

UX/UI Front-End Developer

- Designing, building, and managing responsive website codebase for Interactive Entertainment Business under the Microsoft Games Studios Group, adapting to the Modern Designs to build their websites with .NET.
- Worked within the development team to spec/design/support community feature efforts, across a range of platforms from .NET to Games for Windows Live and Xbox Live, including the processes for their API's. Websites delivered Age of Empires, Rise of Nations, under "Age of Empires" domain Castle Siege.

Role and Responsibilities:

- Design Wireframes mock-ups with Photoshop to develop custom websites. Used IxD, Visual Design to build Wireframes, HTML5, CSS3, JavaScript, SASS, Susy, Motion Design, Typography
- Applied User Research and Surveys, Visual Design and UX Design in a large complex design project
- Coordinated with multiple stakeholders from distributed teams for a successful development, testing and deployment of a single project
- Quickly resolved issues and bugs found on designed websites. Used Jira for tracking tickets assigned

Used tools: WPF, Visual Studio 2012, TFS, MySQL, Bug Tracking Database, Photoshop, Illustrator, Visio, and Fireshell Framework

AXELON/ AT&T

Oct 2011 – May 2012

Content Implementation Specialist

- Manage web content via a Content Management System with Landing Pages for an E-commerce site. Work with Project Managers, project teams and other stakeholders to manage content for external website.

Role and Responsibilities:

- Used XHTML, HTML and CSS,
- Coordinated with multiple stakeholders for a successful testing and deployment of multiple projects
- Quickly resolved issues and bugs found on designed templates

Used tools: TeamSite CMS

AQUENT/ Microsoft

Jul 2010 – Dec 2010

UX/UI Designer/Producer

- Description: Work for the Dynamics CRM user assistance team maintaining and extending their content publishing platform, as well as supporting writers and editors in developing a variety of content types, including Help, Web articles, and printable guides.

Role and Responsibilities:

- Coordinate with multiple Editors for a successful testing and deployment of multiple projects. Quickly resolved issues and bugs found on designed templates
- Used HTML, CSS, and some JavaScript and some XAML. Used Jira for tracking tickets assigned

Used tools: Author-it V-5.4 CMS, Dynamic CRM, Virtual Machine, some SQL Server

AQUENT/ Microsoft

Feb 2009 – Feb 2010

UX/UI Designer/ Media-CS - Producer

- Responsible for maintaining and updating the main portal for Services Group Website on a weekly basis, including seventy-five under ServicesWeb (Portal) website. Designed, and maintained new sites using Visio for Wireframes mock-ups.

Role and Responsibilities:

- Coordinated with multiple Editors and stakeholders for a successful testing and deployment of multiple projects

- Applied User Research and Surveys, Visual Design and UX Design in a large complex design project
- Quickly resolved issues and bugs found on the content
- Used IxD and Visual Design to build, Wireframes, HTML, CSS, and some JavaScript
- Used SPHttpClient to connect to SharePoint REST APIs

Used tools: WPF, SharePoint Designer 2007 with the .NET technology, TFS, some SQL Server, Project, Visio, Flash and Photoshop

Waggener Edstrom Worldwide

Jul 2008 – Feb 2009

Web Publisher/ Production Coordinator

- Web publishing and development for all the Microsoft PressPass websites Production support on all types of internal and public documents for the agency and its clients, as well as other duties as needed in a growing, dynamic office.

Role and Responsibilities:

- Coordinated with multiple Editors for a successful testing and deployment of multiple projects
- Quickly resolved issues and bugs found on the content
- Used IxD and Visual Design to build, Wireframes, HTML, CSS, and some JavaScript
- Used Jira for tracking tickets assigned

Used tools: WPF, Visual Studio, Share Point 2010 with the .NET technology, TOC Builder, wwwppe, wwwstaging, PubwizX, IIS6, Visio and some Photoshop

Sakson & Taylor-AQUENT/ Microsoft

May 2007 – May 2008

UX/UI Designer/ Media - Producer

Supporting the developer for migrating over 140 Intranet sites from SharePoint 2003 to SharePoint 2007 within the Services Group Team. Designing and maintaining new sites using Visio for Wireframes mockups, some Photoshop.

Role and Responsibilities:

- Coordinated with multiple Editors and stakeholders for a successful testing and deployment of multiple projects
- Applied User Research and Surveys, Visual Design and UX Design with a large complex design projects
- Quickly resolved issues and bugs found on the content
- Used IxD and Visual Design to build, Wireframes, HTML, CSS, and some JavaScript

Used tools: WPF, Share Point 2007, 2010 with the .NET technology, IIS6, Visio and some Photoshop, Flash and Silverlight