



**Angel Vazquez**

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## Education

### Quinnipiac University

Master of Science in Interactive Media and Communications (UI/UX Focus)

**Graduated 2022**

### The Art Institute of Atlanta

Bachelor of Arts in Web Design

**Graduated 2012**

## Skills and Qualifications

### UX & Web Design Skills:

HTML, CSS, Figma, Sketch, Adobe Creative Cloud: (Adobe XD, Photoshop, Illustrator, InDesign, Premier, After Effects), CMS: (Wordpress, Squarespace, Wix, etc.) researching (heuristic evaluations, empathy maps, user testing, user flows, personas, investigation), low fidelity wire framing, high fidelity prototyping, creating design systems, creating icons, creating motion graphics, 'Design Thinking' philosophy, supporting product life cycles, translating doctrine and requirements into design, working with product managers, owners, stakeholders, clients, working in balanced teams, working in pairs, working with an agile workflow, Confluence & Jira, design team management and leadership, product design consultation.

I have experience in leading international design teams from Sweden, as well as internal design teams in LA for major defense projects. I lead weekly cross team workflow meetings with the design team where we discuss our design progression and present our work. I am also in charge of interfacing with our contractor employees both in the design team, and a team of enlisted subject matter experts that are familiar with end user needs.

## Work Experience



### Cole Engineering

Senior UI/UX Engineer - Design Department Lead

**Sep. 2020 - Presently working here**

- I collaborate with leadership as well as our contracting SME team. I use doctrine to provide guidance to the design team
- I Lead a multi-company design team as a senior designer, lead design meetings, design direction, and work with design agencies
- I work on next generation war fighter training environments and simulation software
- UI/UX experience on all platforms
- Projects for various defense organizations
- Cleared to work as a designer on defense projects



**VMware/Gridiron IT Solutions/Interactive Consultation & Design**  
UI/UX Design Consultant (Temporary Freelance)

**Aug. 2022 - Feb. 2023**

- I worked for VMware as a Design Consultant brought in to help on a time sensitive project
- I traveled across the country to perform in person user interviews, feedback sessions, and testing
- I redesigned the work done in 6 months and created a product the end users were excited about
- The product we designed will be replacing a decades old system many teams have tried to replace before
- The success we had has been recognized by the client and other contracting teams involved in this project
- My first contract with my business was in the space industry as a Product Designer on this project



### Scientific Games

Lead UX/Product Designer

**March 2018 - Sep. 2020**

- I led product design for lottery applications
- Took products from the idea phase to implementation within a few months each project
- Designed products for several different State lotteries
- The work I did encompassed everything from the research phase to high fidelity prototypes
- I worked on Lottery apps as well as games and designed UI for games
- Quick turnaround time from designs to development



### Sorbtech

Brand Designer

**Nov. 2012 - March 2018**

- As a small start up, I wore multiple hats in this role: from UI/UX Design, to creating the company's branding, logo, and marketing
- I researched and designed a website that could allow users from various industries to search and purchase specific products
- I conducted user research, user testing and validation, created low fidelity and high fidelity mock ups and prototypes
- The work I did here encompassed everything in the UI/UX process, while contributing to Graphic Design work as well
- I maintained the company's social media accounts and created the marketing material