



**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 Science in Web Design

**Graduated 2012**

## Skills and Qualifications

### Professional Summary

Strategic Senior Product Designer and UI/UX Consultant with over a decade of experience helping Defense, Fortune 500 and enterprise level organizations create innovative, user-centered digital products. Proven ability to lead cross-functional teams, align design solutions with business objectives, and drive measurable outcomes through human centered design and data driven decision making.

### Core Skills & Tools:

UI/UX Design, Product Design, Wireframing, Prototyping, User Research, Design Systems, Agile Workflow, Jira, Confluence, Figma, Sketch, Adobe Creative Cloud, HTML/CSS, Stakeholder Management, Cross-Functional Collaboration, Usability Testing, Design Thinking, Data Visualization, Team Leadership, Auto-Layout, Ai collaboration, User-Stakeholder-Client Balancing.

## Work Experience



### Cole Engineering (remote)

Senior UI/UX Engineer - Design Director

**Sep. 2020 - Presently working here**

- Lead multinational design teams for enterprise-level simulation software and digital training solutions.
- Partnered with leadership and clients to align design strategies with organizational goals and metrics.
- Managed agile sprints, backlog, and design deliverables using Jira and Confluence.
- Oversaw UX research and usability testing to optimize design effectiveness across platforms.



### VMware (remote)

UI/UX Design Consultant

**Sep. 2019 - Sep. 2020**

- Executed a full redesign of a legacy enterprise system, improving usability and customer satisfaction.
- Led stakeholder workshops and traveled nationwide for user interviews and feedback sessions.
- Delivered a solution that replaced a decades-old system, gaining high-level client recognition.



### Scientific Games (remote)

Lead UX/Product Designer

**March 2017 - Sep. 2019**

- Oversaw UX design for digital lottery products and web platforms serving diverse industries.
- Conducted UX research, user testing, and prototyping to drive rapid, user-centered product development.
- Collaborated with marketing and product teams to establish company branding and digital presence.



### Sorbtech (Atlanta, GA)

Brand Designer

**Nov. 2012 - March 2017**

- 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. Mobile and desktop experience.

I am fully remote, but with the ability to travel. 1099 contract preferred, available for W2 as well. Interactive Design and Consultation, LLC.