







Santi Gomez

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ABOUT

I'm a Product / UX Designer who can design products from concept to release. I have sought out multiple opportunities to develop my skills. For example, I launched 3 successful products from scratch working in startups for companies in Madrid, Barcelona, and London. I've worked in products for healthcare, database, aviation, gaming, and various agencies and I built the design systems for big brands such as Cartoon Network with a presence in more than 20 countries.

My current position entails leading a product design team to produce websites, mobile apps, and TV apps. I believe that my experiences in UX / UI Design, working in product teams and my management skills make me a prime Product Designer and this is reflected in my everyday work.

TURNER

Jul 2018 — Present

LEAD PRODUCT DESIGNER

- I lead the Product Design Team on projects such as Cartoon Network, TNT and Filmstruck., working with components based on the Atomic Design methodology and also leading the UX of new features within the website, mobile app, and TV app.
- Working closely with the Marketing Team, developers and stakeholders to successfully launch multiplatform experiences for web, mobile, and TV.
- Analysed user interface problems and created on-brand design solutions.
- Developed conceptual designs, user flows, wireframes and prototypes.

NUVOLAR WORKS

Feb 2017 — Jun 2018

SENIOR PRODUCT DESIGNER

- Managed the design of private aviation product, MyJet, based on the Atomic Design methodology.
- Introduced new design processes which lead to improved collaboration and documentation across all teams.
- Worked closely with stakeholders, product managers and engineers.
- Developed conceptual designs, user flows, wireframes and prototypes.

SALUSPOT

Jul 2015 — Feb 2017

SENIOR PRODUCT DESIGNER

- Analysed user interface problems and created on-brand design solutions.
- Developed conceptual designs, user flows, wireframes and prototypes.
- Built new design systems, laying strong foundations; created and defined UI components based on design principles and patterns.
- Worked collaboratively with business stakeholders and developers.
- Created a new Design Team.

GAMESYS

Jun 2010 — Jun 2015

PRODUCT DESIGNER

- Worked in a fast-paced environment, contributing to a creative department whilst working alongside illustrators, visual designers, copywriters and developers.
- Designed presentations, interface design, user interaction, logos, visual graphics and websites for clients such as Virgin Games, Jackpotjoy and Botemania.

DRYGITAL

Apr 2009 — Apr 2010

UI DESIGNER

- Designed presentations, interface design, user interaction, logos, visual graphics and websites for clients.
- Created branding projects from ground up, developed campaigns, led a team of designers, provided quality art and creative direction.

GREAT EVOLUTION

Jun 2006 — Mar 2009

UI DESIGNER

- Contributed to a creative environment whilst working closely with the creative director, designers, copywriters and developers.
- I produced websites, banner campaigns, print and landing pages.
- Created branding projects from ground up, developed campaigns, led a team of designers, provided quality art and creative direction.

SKILLS

- Mentoring
- Management
- Lean UX
- Product strategy
- Project planning
- Design for mobile
- Dev. understanding
- Typography
- Responsive design
- Spanish
- English

TOOLS

- Sketch
- Zeplin
- G Docs
- MindNode
- Slack
- inVision & DSM
- Adobe
- Marvel
- Keynote
- Omnigraffle
- Jira

EDUCATION

- User Experience Design
General Assembly, London (2014)
- Web Design, Digital/Multimedia and Information
Resources Design.
Cibernos, Madrid (2001 - 2003)
- Bachelor of Arts - BA, Design and Visual
Communication, General.
I.E. Antonio Machado, Madrid (1999 - 2001)