







# 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, over the last fourteen years, I worked in various design roles for a number of startups as well as big corporations. 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.

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## 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 to improve UX.

## 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 to improve UX.

## 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 to improve UX.
- 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.

## INDRA

May 2005 — May 2006

### UI DESIGNER

- Created animations in Adobe Flash and visual graphics with Adobe Photoshop.
- Designed presentations, interface design, user interaction, logos, visual graphics and websites for clients.
- Created 3D animations and graphics in 3D Max.

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## 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)