

Gilberto "Gibby" Gutierrez

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UX and Product Designer | Design Systems | Interaction Design | Design Strategy Implementation

Summary

Seasoned User Experience Designer with over 15 years of experience specializing in Design Systems, Interaction Design, and User Research. Adept at collaborating with cross-functional teams to create engaging experiences across diverse platforms. Known for leadership in design strategy and implementation.

Skills

Product Design, User Experience Design, Visual Design, Interaction Design, Information Architecture, Prototyping, User Research, Wireframes, User Flows, Design Thinking, Design Leadership, Design Systems, Figma, Adobe Creative Suite, HTML & CSS, Agile Methodologies, Human-Centered Design Principles, Stakeholder Management, Cross-Functional Collaboration, Iterative Design

Experience

Principal User Experience Designer | Oracle - Remote | October 2017 - May 2023

- Designed next-generation enterprise tools focusing on digital assistants and bot skills across, SaaS products, enterprise and healthcare applications.
- Principal designer responsible for implementing and maintaining Oracle's Redwood Design System serving as a design leader for SaaS/PaaS developer tools.
- Conducted user research, prototyping, and strategic product design.

User Experience Architect | Dematic - Remote | January 2015 - September 2017

- Led design and implementation of efficiency-improving products for warehouse and logistics management.
- Integrated IoT-based mechatronics and data analytics to enhance logistics experiences.
- Conducted product audits, user research, and client workshops.

Adjunct Instructor of UX | Academy of Art University - San Francisco, CA | January 2015 - December 2022

- Instructed students in user experience and interaction design, preparing them for real-world application.
- Developed curriculum reflecting industry standards and evolving design trends.

Senior UX Designer | WorldVentures - Plano, TX | September 2012 - December 2014

- Led cross-functional teams in delivering travel industry products and design systems.
- Unified multiple systems into an intuitive experience that optimized product sales and user retention.

Design Lead | Osterhout Design Group - San Francisco, CA | October 2011 - September 2012

- Directed product development and user experience for custom AR hardware and mobile devices.
- Contributed to a cohesive design language across products and marketing materials.

UX/UI Designer | Freelance - San Francisco, CA | October 2007 - October 2012

- Specialized in UX/UI/Interaction Design for consumer-facing and enterprise applications.
- Clients included Ondeego, Walmart.com, The Weather Channel, Acura/Honda, Keas and Targetbase Marketing.