JONATHAN MONTALVO
Product Desginer – Miami, FL

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www.jonathanmontalvo.com

SKILLS

Tools
Figma
After Effects
Adobe XD
Miro
Axure

UX Methods
Wireframing
User Flows
Information Architecture (IA)
Task Analysis
Journey Mapping
Card Sorting
User Stories
JTBD
Heuristics

UI Design
Interface Design
Interaction Design
Advanced Prototyping
Video Editing & 2D Animation
Brand Identity Design
Design Systems

Languages
React Native
CSS

AFFILIATIONS
SoFLUX Lead (UXPA)
UX Community Organzier

AWARDS
CBRE 2018 Ambassador Award
Leadership & Innovation

Adobe Hackathon - 2019
1st Place | Reefstar
link to project ←

EDUCATION
Miami Dade College
Associates Degree

IronHack
UX/UI Certification

WORK EXPERIENCE

SENIOR UX/UI DESIGNER   *Feb 2022 - Present*
Nearpod - Dania Beach, FL

+ Revamping the product's core experience to align with teachers existing mental models.
+ Working with Growth team to experiment on potential solutions that increase activation rates, renewals, and subscription upgrades.
+ Lead in rebuilding design system library to unify workflow, efficiency and consistency between engineering and design team.
+ Consistently engaging in formative usability studies and other user research practices.
+ Working across multiple product segments (Growth, Internal Product, and Flocabulary) with close callaboration between PM's and engineering.
+ Recent success metrics: 15% increase in activation rates, over 500 new leads in first month for premium subscription, 10% increase in created lessons.

LEAD UX/UI INSTRUCTOR   *OCT 2021 - Present*
Ironhack Bootcamp - Miami, FL

+ Preparing the future of UXers with the fundamentals of design thinking methodologies, strategy, design systems, digital interfaces, and visual design.

SENIOR UX/UI DESIGNER   *May 2021 - Feb 2022*
PwC Experience Center - Hallandale, FL

+ Identifying business and user experience problems and ideating solutions.
+ Mapping out customer journeys, user flows, and site maps in order to blueprint the user experience.
+ Designing high-fidelity prototypes that facilitate user research and business decisions.
+ Lead stakeholder conversations and workshops to align with business goals and defend user needs.
+ Collaborating with developers and engineers to bring product ideas to completion.

PRODUCT DESIGNER   *Oct 2020 - May 2021*
Wrecking Ball - Ft. Lauderdale, FL

+ Leveraging stakeholder insights and data, collaborating with internal leadership and engineers in order to strategize, design and develop exceptional digital experiences.

SENIOR USER INTERFACE DESIGNER   *July 2020 - Oct 2020*
Citrix - Ft. Lauderdale, FL   *(Contract)*

+ Advocating for users and leveraging data to create the new Citrix.com end-user experience.
+ Lead in creating design system library, specs, constraints, and rules for web components and layout structures for the Citrix Brand Hub.
+ Collaborated with design team and developers in designing multiple web property experiences.
+ Ideated and prototyped web pages, interactions and animations.

SENIOR DESIGNER/MARKETING SPECIALIST   *May 2018 - Oct 2020*
LEAD GRAPHIC DESIGNER   *November 2016 - May 2018*

CBRE - Florida

+ Acted as a primary resource for photography, branding, artistic direction, digital publishing, and business development marketing solutions for the Southeast
+ Collaborated with researchers, marketing directors and stakeholders
+ Led design and strategy for pitch material with over $23M in new business across multiple business lines including Retail, Office and Capital Markets