

CLAUDIA GUTIERREZ PEREZ

Sr. UI / UX Designer / Front End Lead Developer

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My journey as a designer has allowed me to work both independently and as a leader, fostering close collaboration with stakeholders, developers, and fellow designers. I excel in problem-solving and goal achievement as part of a cohesive team.

My expertise lies in crafting high-resolution mockups, prototypes, style guides, wireframes, and conducting usability tests. I have a proven track record in delivering accessible and cross-browser responsive web and mobile applications. In addition to my design skills, I possess a strong understanding and professional experience in HTML, CSS, and JavaScript which help in the creation of clickable comps when needed and an easier transition to the dev team.

I have been able to take a role as UI developer lead for the AEM / CMST team in USAA which has provided me with a higher understanding of the development phase that will now help me when new digital designs are assigned.

Software Skills:

- Adobe Photoshop
- Adobe Illustrator
- Invision
- Sketch
- Figma
- Adobe Experience Manager
- Adobe Dreamweaver
- IntelliJ

AEM Front End Developer USAA (2022 - Present)

- HTL / HTML Component creation and design of UI elements.
- Crafting templates for web content.
- Developing email templates for effective communication to end clients.
- Collaborating across teams to deliver seamless user experiences.
- Utilizing AEM for UI development and content management.
- Creating CSS styles for consistent and visually appealing designs.

In addition to my core responsibilities I also took on a leadership role as the team representative. In this capacity, I played a crucial role in ensuring the quality and efficiency of our development process.

As the team representative, I took charge of the testing process, meticulously ensuring that every story underwent thorough testing before deployment. I facilitated seamless communication between our offshore and onsite teams, bridging geographical and cultural gaps to ensure effective collaboration and information exchange.

UI / UX Designer TCS- USAA (2013 - 2021)

- Led projects by defining what problems needed solving and showing how our solutions could work.
- Worked with different teams to make sure everyone understood the issues and agreed on our design solutions.
- Managed multiple tasks, from research to implementation, making sure we focused on the most important things.
- Conducted user research and turned the findings into useful insights.
- Designed complete user experiences for websites and apps, making sure they worked well together.
- Explained my ideas and solutions in ways that inspired and convinced others to agree with them.
- Helped less experienced designers improve by giving them feedback.
- Used my deep understanding of design to solve complex problems.

- Stayed updated on the latest technology trends and best practices.
- Made sure we identified and managed risks in our projects.

USAA Projects as a Lead UI UX Designer:

- Online Retirement Center (UI/UX Design and Functional Prototyping)
- My Goals (UI/UX Design and Functional Prototyping)
- Financial Readiness Score (UI/UX Design Web & Mobile Web)
- MSR - Health (Member Service Rep Portal UI/UX Design)
- Virtual Assistant (UI/UX Native, Web, and Responsive Web)
- Chat (UI/UX Design Web & Mobile Web)
- Social Harvest (UI/UX Web)
- Locators (UI/UX Web & Mobile Web)
- Personal Profile (Web)
- Product Pages (UI/UX Design Responsive Web Design and Prototype)
- Mobile Next (UI/UX Native iOS/Android Design and Prototype)
- Auto Experience (Responsive Web UI/UX Design and Development)
- Publishing (Web Content Management and Development)
- AEM (Authoring Experience, Workflow Management, and Component Development)