

Patrick Lopes

UI/UX Designer

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Experience

Photon – UI/UX Designer

March 2021 - Present | Remote

I am currently the creative lead on an application (mobile and web) for a leading medical distributor. Leading a remote team of 3 designers we are working together to ensure the application meets users and business goals. I am responsible for creating all UX deliverables including wireframes, sitemaps, user flows, and high-fidelity mockups. As a team, we have to make sure all UI elements meet brand guidelines, are accessible for everyone, and meet IOS/Android standards. My day-to-day involves communicating with developers and project managers to make certain deliverables are handed off before deadlines.

Cellebrite – UX/Visual Designer

May 2018 - Oct 2020 | Parsippany NJ

Was a part of Cellebrites brand, content, and creative team as the primary UX/ Visual Designer. Successfully led team in re-designing website from the ground up in collaboration with developers, content strategist, and product team.

Responsible for creating and documenting information architecture that prioritized page conversions and used insights to make recommendations for optimization. Leveraged user-centered design methodologies such as creating user flows, wire-frames, and prototypes to understand and define user pain points.

Freelance – UI/UX Designer

May 2017 - May 2018 | Kearny, NJ

Worked to help businesses in turning their vision into easy to use elegant experiences for their users. From designing interfaces for mobile applications to redesigning websites from the ground up. Helped clients from a wide range of industries with native and web applications.

Online Residential – Web Designer | Developer

Nov 2015 - March 2017 | New York, NY

Oversaw entire end to end process from strategy to launch of responsive websites for real estate agencies. Used HTML, CSS, and JS to translate designs into functional yet user-friendly websites. Helped in redefining work process by implementing an agile scrum methodology.

Design Skills

UX Research
Usability Testing
Accessibility
Responsive Design
Information Architecture
Wire-framing
Rapid Prototyping
UI Design
Typography
HTML & CSS
Git

Tool Kit

Adobe Creative Suite
Sketch
Figma
Invision
Marvel
Slack
Zeplin
Abstract
Trello

Education

West Virginia University

Jan 2011 - Dec 2014

Major in Graphic Design

Languages

English - Fluent
Portuguese - Fluent
Spanish - Conversational
Japanese - Beginner