

Manuel E. Larios  
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I've been leveling up in multiple disciplines i.e. graphic and motion design, branding, front-end development, user experience and interfaces. Tools include a combination of Figma or Sketch paired with Webflow.

## Companies

### DOPE Marketing - UX/UI Designer and Graphic Designer

July 2025 - March 2026  
Eagan, Minnesota

Misc. projects included visual design and front end development for new features intended to be used by subscribers of Dope 3.0. Additionally, designed new templates for printed products like postcards, yard signs, and door hangers along with managing a team of designers and conducting daily design reviews and quarterly one to one performance reviews.

### Range Digital - Webflow Developer (Consultant)

May 2024 - June 2025  
Minneapolis, Minnesota

Responsibilities include translating Figma projects into Webflow while maintaining Range Digital's marketing website and partnership landing pages.

### UNFI - Sr. UX/UI Designer (Consultant)

June 2023 - September 2023  
Minneapolis, Minnesota

Responsibilities included sketching, wireframing, and visual design, as well as transitioning existing design system from Figma to Sketch while ensuring full responsiveness and WCAG compliance.

### SPARK - Sr. UX/UI Designer

May 2022 - June 2023  
Minneapolis, Minnesota

Responsibilities included sketching, wireframing, and visual design while collaborating to create fully responsive, WCAG-compliant patterns for lenders. Additionally, designed and maintained Spark's Design System and participated in user sessions to gather feedback on usability.

### ActiFi - Sr. Principle UX Engineer

August 2021 - April 2022  
Minneapolis, Minnesota

Responsibilities included wireframing, visual design, and creating ActiFi's first design system for SuccessPro, an online advisor success suite that enhances planning and performance. This process involved prototyping components using vanilla HTML and CSS to preview interactions before handing them off to developers. Additionally, worked on email design and development, marketing site, and code updates.

### UnitedHealthcare - Sr. Principle UX Engineer

September 2020 - August 2021  
Minnetonka, Minnesota

Responsibilities included sketching, wireframing, and visual design while collaborating to develop new, fully responsive, WCAG-compliant patterns for healthcare professionals. Additionally, contributed to maintaining Provider Digital's Design System and advocated for Accessibility and Inclusive Design.

### Hearth & Home Tech - Sr. UX/UI Designer

January 2019 - September 2020  
Lakeville, Minnesota

Responsibilities included sketching, wireframing, and visual design while collaborating with Marketing to develop new components and patterns for HHT's first Design System, ensuring full responsiveness and WCAG compliance across all online properties.

### Life Time Inc. - UX/UI Designer

September 2016 - December 2018  
Chanhassen, Minnesota

Responsibilities included sketching, wire-framing, visual design, and collaborating to produce new patterns for all online properties that are fully responsive and WCAG compliant. Additionally, collaborated in maintaining Life Time's Core Design System while being an advocate for Accessibility and Inclusive Design.

### Best Buy - UX/UI Designer (Consultant)

May 2015 - September 2016  
Richfield, Minnesota

Responsibilities included wire-framing, visual design, and creating a style guide for internal associate facing tools, internally known AF Tools.

### Apple - UX/UI Designer

November 2006 - May 2015  
Cupertino, California

Participated in Apple's Career Experience program working with Apple's Retail Marketing team. Responsibilities included wire-framing, visual design, and creating spec sheets for internal and customer facing projects, most notably Apple Store App for iPad.

## References

Jonathan Goodman  
Range Digital - President  
LinkedIn @jgoodmanone

Matt Dowell  
ActiFi - Sr. Software Engineer  
LinkedIn @mattdowell

Keith Dieruf  
Life Time Inc. - Senior Vice President  
of Digital Strategy  
LinkedIn @keithdieruf

## Education

Art Institute of San Diego, California  
2006 - 2008

Developed a strong skill set through focused courses in graphic and motion design, branding, front-end development, user experience and interfaces, learning core principles in both print based design and digital product development.