

Alexis Medina

Product Designer

San Diego, CA | Open to relocation

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Product designer who makes complex services easier to navigate across web and mobile. My work includes leading research, structuring resource-heavy websites, and designing accessible service-discovery experiences.

SKILLS

Design: Product Design, Interaction Design, Visual Design, Mobile Product Design, User Flows, Wireframing, High-Fidelity UI, Interactive Prototyping, Information Architecture, Responsive Design, Design Systems

Research: User Interviews, Usability Testing, A/B Testing, Research Synthesis, Affinity Mapping, Competitive Analysis, Heuristic Evaluation

Accessibility: WCAG, Inclusive Design

Tools: Figma (Auto Layout, Components, Variants, Prototyping), FigJam, Adobe Creative Suite, Webflow, Miro, Claude, ChatGPT

Collaboration: Cross-Functional Collaboration, Stakeholder Facilitation, Client & Stakeholder Presentations, Design Critique, Design Documentation, Developer Handoff, Remote Collaboration

Technical: HTML/CSS (Basic), AI-Assisted Ideation & Prototyping

EXPERIENCE

International Association for Geoscience Diversity, Lead Product Designer

Accessibility-focused nonprofit serving **15,000+** professionals, students, and educators. Led a website redesign to unify inconsistent geoscience resources into a scalable, accessible hub.

October 2025 - February 2026

- Standardized inconsistent resources into six reusable page types, creating a responsive framework a volunteer team could maintain and scale.
- Led site and competitive audits, user interviews, and research synthesis to define four design rules for navigation, content hierarchy, and page structure.
- Applied breadcrumbs, progressive disclosure, and icon-and-label patterns across page types to support accessible navigation and clearer content organization.
- Consolidated three inconsistent field-trip structures into one reusable template through content audits and stakeholder reviews.

Good Samaritan Shelter, Product Designer

Housing & support nonprofit serving **5,000+** people annually across Santa Barbara County. Led service-discovery architecture for Good Help, a team-designed mobile service finder organizing **55 programs**.

April 2025 - August 2025

- Owned map discovery and co-designed search to help people find programs by location, category, and need.
- Designed a four-level hierarchy for 55 programs, using cross-listing to support multiple discovery paths without duplicating records.
- Applied shelter-staff testing feedback to prioritize calling, surface eligibility information earlier, and remove competing actions from service pages.
- Designed three offline states for cached services, recent searches, and no cache, with clear messaging when information was unavailable.

Cooley Comics LLC, Product Designer

Early-stage creative-education startup offering comic-making workshops and AI tools to help underestimated youth build confidence and explore creative career paths.

September 2023 - October 2023

- Co-designed the startup's first website from the ground up, owning the homepage and Digital Stories Lab workshop sign-up pages to help students and families discover programs and register.
- Led communication for a three-designer team, collaborating with an engineer on technical feasibility and presenting competitive research and design recommendations to the CEO.

EDUCATION

Pepperdine University - B.A. in Film Studies, emphasis in Digital Media Production, Minor in Marketing

Springboard - UX/UI Design Certificate, Human-Computer Interaction