Renee Gomez Alvarez

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Product Designer

Product designer with experience taking mobile products from user research and Figma prototypes to implementation and launch. Designs clear user flows, reusable UI systems, and accessible interactions for education, community, and family coordination tools.

Professional Experience

Product Designer and Developer

Skillberry Visuals | 2025 - Present

- Owned product design from discovery through implementation for visual support app for parents, teachers, and therapists; launched on the App Store in April 2026.
- Conducted user interviews and observational research to define core user flows and inform token board and reward interactions.
- Created high-fidelity Figma prototypes and implemented mobile interfaces, carrying design decisions through to functional builds.
- Evolved the token board app into a toolkit with visual schedules, First-Then boards, choice boards, and timers; added personal photos and labels to make routines familiar to each learner.
- Iterated on navigation and product flows using closed beta feedback and usability insights, then continued refining responsiveness across layouts after launch.

Selected Design Projects

Homeroom | UX/UI Designer | 3-month project

- Designed a desktop platform that centralizes community resources and communication, using user research and competitive audits to inform navigation and task flows.
- Built a reusable design system and interactive Figma prototypes; refined flows through usability testing and heuristic evaluation.

Unity | UX/UI Designer | 3-month product sprint

- Led UX research and designed a family coordination platform for shared scheduling and task management.
- Structured information architecture for event discovery and task prioritization; created mid- and high-fidelity Figma prototypes with reusable UI components.
- Refined visual hierarchy and accessibility-focused interactions to make scheduling and task flows easier to follow.

Skills

Design: Interaction design, visual design, information architecture, user flows, wireframing, interactive prototyping, design systems, mobile UI, accessible interaction design

Research: User interviews, observational research, competitive analysis, usability testing, heuristic evaluation

Tools: Figma, Webflow, Android Studio, VS Code, Notion

Education and Certifications

Bachelor of Science in Software Engineering | Western Governors University | In progress

Google UX Design Professional Certificate