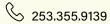
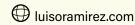
Luis O Ramirez

Designer









Education

Bachelor of Arts in Digital Technologies and Culture Washington State university 2020

Skills

Wireframing, Prototyping
Video Editing, Storyboarding,
Multimedia Design
Bilingual (Spanish and English)
Attention to detail
HTML
CSS

Tools

Adobe (Ps, il, Pr, Ae, XD) Figma Microsoft Office

Relevant courses

Usability and Interface design Multimedia Design & Information Structures Digital Story Telling

Certificates

Google UX design Profesional Certificate -coursera

About me

A UX designer with a background in digital design, experienced in multimedia and visual storytelling. Skilled in creating user-centered solutions from concept to completion. Proficient in Adobe CC, Figma, and digital production, with a strong understanding of usability, interface design, and prototyping.

Work Experience

DIGITAL PRINT DESIGNER/TECH

April 2022- Dec 2024 Zumar | Tacoma, WA

- Operated and maintained digital print equipment to produce highquality art, adhering to strict specifications and quality standards.
 Ensured accurate color matching and material selection based on client requirements
- Managed production timelines and workflow efficiency, balancing multiple projects to meet deadlines

FREELANCE DESIGNER / VIDEO EDITOR

August 2021 - April 2022

- Worked with clients to create visuals such as videos, thumbnails, and logos, supporting brand engagement and presence.
- Gained valuable experience in digital storytelling and content strategy through the creation of tailored visuals.

VIDEO EDITOR/MARKETING ASSISTANT

July 2020 - July 2021 Basta Boatlifts | Bellevue, WA

- Edited footage for social media and marketing use, ensuring visual consistency and alignment with brand tone.
- Developed digital storytelling and content strategy expertise through custom video projects.

UX Projects

Website Redesign

My team and I worked alongside the owner of a non-profit to redesign their shelters website inorder to improve user flow and engagement. Conducted research, created wireframes, and iterated on the design based on company goals and user findings.

