

UX/UI designer who leads end-to-end design and research across aerospace, healthcare, and e-commerce. Focused on complex, data-heavy products: large-scale data visualization, dashboards, developer tools, and communication systems spanning software and hardware.

Experience

Senior UI/UX Designer (Jun 2025 - Sep 2026)

Abbott (Formerly Exact Sciences), San Diego, California

- Domain: Multi-cancer early detection and testing, Lab tools, auxiliary systems, and Patient-Lab platforms.
- Led design of laboratory workflow and test-configuration tools serving dozens of lab technicians, reducing test-design-to-implementation time from months to hours through reusable templates and AI-assisted iteration.
- Directed discovery and validation of new features for digital lab tools. (Reducing errors and lost information during emergency scenarios).
- Implemented quick test processes using AI, robust design systems, and tracking/monitoring tools for rapid iteration.

Senior UX/UI Designer (Jun 2024 - Jun 2025)

Innovarise (Venture Studio), Latin America

- Mission to increase blue-collar reach across LATAM to reduce recruitment time and costs while simultaneously providing better treatment for workers.
- Led end-to-end UX/UI for a LATAM blue-collar recruitment platform from zero to launch; design and product strategy helped secure \$1M+ in acceleration funding.
- Defined and managed user and product research, discovery, and feature validation.
- Design system and philosophy from scratch—continuous development and maintenance.

Founding Lead UX/UI Designer (Nov 2022 - Jul 2024)

Ecocrumb, Minnesota

- Focused on increasing speed and effectiveness in the healthcare industry across the supply chain, facility management, and regulatory compliance with AI.
- Established all UX, design, research processes, protocols, assets, and guidelines.
- Designed a healthcare supply-chain and compliance platform from scratch, deployed across 250+ U.S. hospital facilities.
- Founding team member in charge of guiding design philosophy and product scalability.

Angel Villa

Senior UX & UI Designer

Contact

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LinkedIn

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Portfolio

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Skills

UI Design / Research

Design Systems (Creation and maintenance)

Project management

High fidelity/interactive prototyping

Agile methodology

Figma plug-in development

Quick mock-up creation (AI-assisted)

Visual design

User testing, Validation processes.

Accessibility focus (WCAG 2.2 and internal)

Software

Adobe Suite

User Experience Designer II (Jun 2020 - Nov 2022)

Honeywell Aerospace, Phoenix, Arizona

- Led UX/UI for dev tools on aircraft systems, mainly ANTHEM avionics (reducing implementation time from weeks to days).
- Guided design for fleet management tools, maintenance tools, Avionics, and aircraft data management (decreasing communication time).
- Facilitated and managed discovery, VOC/OVOC, ideation, and testing workshops for new features.
- In charge of market fit research for radars (drones and urban air mobility vehicles).

Web Designer (Jul 2019 - Jun 2020)

Gnerd, Baja California

- Planned website development, converting mockups into usable web templates with HTML, JavaScript, CSS (Bootstrap), and jQuery.
- Fixed bugs, documented disorganized code, and maintained the website.
- Designed wireframes, high-fidelity mockups, and prototypes from client briefs.
- Created content for WordPress, HubSpot, and other CMS.

Education

Bachelor of Arts: Management

City University of Seattle - Seattle, Washington.

Bachelor of Engineering: Digital Graphic Design

CETYS University - Baja California, Mexico.

Figma (with Claude AI integration)

Figma, Sketch

Jira + Confluence, Asana, Monday

Mixpanel, Heap, Hotjar

Framer, Webflow

LottieFiles

Storybook

Languages

English

Spanish