MANUEL RYAN ESPINOSA, *MHCID*

Staff Product Designer | SaaS & HMI Persona-Driven Application Designer, Figma
***MHCID**, Master's in Human-Computer Interaction & Design – GPA: 3.9 | Professional UX Terminal Degree*
UC Irvine *(Donald Bren School of Information & Computer Sciences)*

*Formerly at **Boeing** & **General Motors***

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Mini Portfolio - www.nolimitsgallery.com/mini-portfolio
Case Study Portfolio - www.noimitsgallery.com

Cupertino, California, United States / Los Angeles, CA *(Greater Area)*

SUMMARY

Staff UX Designer with 10+ years of experience, including 6+ years specializing in SaaS Web & HMI Mobile Persona Driven Applications at Fortune 500 companies such as Boeing and General Motors. I hold a Master's degree in Human-Computer Interaction & Design (HCI) from UC Irvine's top-ranked Information & Computer Sciences program — a professional terminal degree in UX.

HARD SKILLS

Visual design, AI-Driven UX research, Usability Testing, High-fidelity Figma Prototyping, and Web Development.
I've led UX strategy and designed custom UI solutions across web, mobile, desktop and embedded platforms, shaping both SaaS and HMI experiences within GM's EV division and Boeing's Military Maintenance software for defense.

EDUCATION

UC Irvine,	**MHCID**, (MS) Master of Human-Computer Interaction & Design (HCI+D) – **3.9/4.0**	
	UC Irvine – Donald Bren School of Information & Computer Sciences	
UC San Diego,	**BA**, Visual Arts / Digital Media	
UC San Diego,	**BS**, Biochemistry (64 units of STEM coursework)	
Saddleback,	**AS**, Chemistry	

UC San Diego,	**Certificate**, UX Design	
UC Irvine,	**Certificate**, Web Design	
UC Irvine,	**Certificate**, Graphic Design	
UIUC,	**Certificate**, Client-Side Web Programming	
UIUC,	**Certificate**, PHP/MySQL Programming	

PROFESSIONAL EXPERIENCE

Boeing (BGS & Tapestry Division)   *Jan 2022 – Jan 2025*
Senior UX Designer — *(Staff UX Designer equivalent)*
Enterprise MRO & SaaS Applications

   Work Completed

- SaaS Cloud Software *(AI ML/LLM)*
- SssS Dashboard Applications
- Field Research
- Online User Manual *(AI LLM)*
- Design System
- Usability Testing (Live SME Testers)
- Tech Research Presentation
- Stakeholder Workshops
- Developer Handoff Files
- UX Research & Persona Development
- Figma Prototypes & Interactive Flow Maps

Qualifications

- MHCID, Master of Human Computer Interaction & Design (degree)
- 10+ years of work experience in the design space
- Mastery of Figma, Sketch, Keynote, and other industry-standard design tools.
- Used collaboration skills and ability to work effectively with cross-functional teams.
- Ensured User advocacy and understanding of user-centered design principles.
- Used excellent communication skills and ability to present design concepts and strategies clearly.

Tools & Techniques: Figma Prototypes | Design Thinking | Usability Testing | Agile UX | Persona Development | Heuristic Evaluation | UX Research | UX Field Research | UX Workshops | Led Cross-functional UX Teams

General Motors (Brightdrop EV Division) *Jan 2021 – Jan 2022*
Senior UX Designer — *(Staff UX Designer equivalent)*
EV SaaS & Mobile Applications

Work Complete

- SaaS Web Manager for EV Fleet Maintenance
- Mobile App - iOS & Android
- Mobile Controller App for Robotic EV Carts
- In-Vehicle HMI Interface for Fleet Driver Application (Java-based prototype)
- UX Design System for EV Tools
- Field Research with Fleet Managers & Drivers
- EV Dealership Public Facing Platform Design

Qualifications

- Led the UX team for a commercial EV fleet application
- enabled real-time collaboration between drivers and fleet managers
- Worked on responsive tablet and desktop SaaS platforms.
- Designed an intuitive HMI mobile interface for autonomous robotic carts
- Conducted in-depth usability testing and presented actionable research findings to stakeholders,
- Built a scalable, component-based design system after winning an internal design competition,
- Optimized automotive dealer workflows public facing workflow content management system

Tools & Methods: Figma | UX Research | Agile UX | UX Workshops | health education | product design | Service Design | iphone

mSignia (MHCID Capstone Project) *Jan 2018 – Jan 2019*
Senior UX Designer

- Material Design System for Enterprise Cybersecurity enterprise mobile Applications
- GDPR-Compliant User Onboarding & Identity Verification

UC Irvine *Jan 2017 – Jan 2019*
Graduate UX Design Intern

- Conducted **user research** (**Tesla, mSignia, and Lose It!)**, addressing **real-world UX challenges**.
- Developed **prototypes** to improve **car accident prevention UX** and **enhanced user registration retention**.
- Lose It! Usability Testing and Retention Improvements

Kobe Inc. (Contract)   *Jan 2015 – Jan 2016*
UX Designer – Mobile & Consumer Apps

- Designed **Nike iOS App Wireframes and Mobile Prototypes** in collaboration with **Nike**.
- Conducted **qualitative usability testing**, delivering actionable insights to refine product usability.
- **Conducted Usability Testing** & presented Recommendations for Nike Mobile UX

Astrophysics Inc. (Contract)   *Jan 2008 – Jan 2009*
UX Designer / Full-Stack Developer

- Spearheaded the end-to-end design and development of a fully custom enterprise CMS platform for global x-ray screening operations—delivered solo over a 11-month, $10,000 contract
- Designed and hand-coded the system using PHP, MySQL, HTML, CSS, and JavaScript, ensuring scalability, usability, and security across international deployments
- Created intuitive UX flows for internal teams managing sensitive screening data, setting a benchmark still difficult to replicate with modern CMS platforms

Avatar / McDigit / Global ePoint   *Jan 2000 – Jan 2005*
Creative Director / UX Designer

- Led UX, visual design, and prototyping for embedded x-ray screening systems used in international airport security.
- Collaborated with enterprise clients including Intel and AMD to deliver e-commerce and technology-driven solutions.
- Designed UI/UX and branding for Avatar, a Home Theater PC platform developed for consumer electronics.
- Worked full-time across product, marketing, and R&D teams during the company's transition from Avatar to McDigit, later restructured under Global ePoint.

SKILLS
Design & Prototyping
Visual Design | Interaction Design | UX/UI Prototyping | Branding | Wireframes | Material Design Principles | Responsive Web Design | Human-Centered Design | Component Libraries | UI Design

Research
Usability Testing | Heuristic Evaluation | Cognitive Walkthrough | Journey Mapping | Persona Development | Design Thinking

Design & Prototyping Tools
Figma | FIgJam | Webflow | Adobe Creative Suite | Photoshop | Illustrator | InDesign | PowerPoint | Keynote

Programming
HTML | CSS3 | JavaScript | PHP | React Native | MySQL | React Mui | Agile & Scrum | Cross-functional Collaboration | Stakeholder Management

Languages
- **English (Fluent) | Spanish (Conversational)**

Volunteer Work
- **Assistant Spanish Interpreter - Special Olympics LA (2015)**