

MANUEL RYAN ESPINOSA

Senior UX Designer IC5 — Lead Product Designer, Vehicle and Device Experience

Master of Human Computer Interaction Design (HCI+D) at UC Irvine

20+ Years Design Experience • Enterprise SaaS • Mobile • HMI • UX Research & UX Design • Visual Design Portfolio (GM & Boeing) — www.nolimitsgallery.com/mini-portfolio

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California / Washington State - Hybrid Eligible

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SUMMARY

(IC5) Senior UX Designer with 20+ years of industry experience and a Professional Master's in Human-Computer Interaction and Design (MHCID) from UC Irvine's Donald Bren School of Information and Computer Sciences, as well as a Master's-level UX Design credential from UC San Diego. I bring over 10 years of UX design experience across web, mobile, tablet, desktop, and television platforms. Over the past six years, I've focused on SaaS enterprise, mobile and HMI applications, including nearly four years as a Senior UX Designer at Boeing and General Motors, where I led the design of complex, mission-critical systems.

EDUCATION

UC Irvine, **MHCID**, (MS) Master of Human-Computer Interaction & Design (HCI+D) • **3.9/4.0**
Donald Bren School of Information & Computer Science

UC San Diego, **Master's-Level – Postgraduate Certificate**, UX Design

UC San Diego, **BA**, Visual Arts / Digital Media

UC San Diego, **BS**, BioChemistry (64 units of STEM coursework)

Saddleback, **AS**, Chemistry

UC Irvine, **Certificate**, Web Design

UC Irvine, **Certificate**, Graphic Design

UIUC, **Certificate**, Client-Side Web Programming (*HTML, CSS, Javascript*)

UIUC, **Certificate**, PHP/MySQL Programming

EXPERIENCE

Boeing — Senior UX Designer (IC5), 01/2023 - 01/2025

Enterprise MRO & SaaS Applications

Work Completed

- 8 SAAS Enterprise Applications
- 8 Saas Enterprise Dashboards
- 16 High-Fidelity Figma Prototypes
- Led UX Team Design Thinking Process workshops as Facilitator
- 1st Saas Design System for React.MUI Platform (Military Division)
- 160 Usability Testing Sessions with Live users
- Led UX Day-in-the-life & System Map Field Research (Jacksonville, Florida Military Base)

Design

- Led end-to-end design strategy and user research for 8 enterprise SaaS micro-applications and 8 SaaS enterprise dashboards.
- Designed 16 high-fidelity Figma prototypes for GOLDn, a military maintenance SaaS application platform, integrating supply chain management and operations workflows and data visualization best practices.
- Designed Boeing's first SaaS design system for React.MUI, standardizing interaction design and design patterns across enterprise operational tools.

Research

- Led team of UX Researchers through the UX Day-in-the-life field research to obtain pain-points and user needs, translating them into improved operational workflows and data-driven user interfaces, increasing user satisfaction and operations maintenance efficiency.

- Conducted 160 usability testing sessions with live users, analyzing resulting data with the UX team for ux solution validation, improved information architecture, workflow analysis, process improvements and safety.

Leadership

- Facilitated end-to-end Design Thinking workshops with cross-functional UX Teams consisting of, SMEs, UX research, and product development (engineering), aligning stakeholders and improving decision-making for enterprise-scale applications.
- Presented live prototypes backed with strong data-driven insights from a minimum of 10 rigorous usability testing sessions to articulate and defend design decisions and gain approval from executive leadership.
- Defined strategic UX direction in partnership with product managers, aligning strategic vision with product roadmaps and maintaining a 2-month lead ahead of Agile development teams—integrating market insights and industry trends to guide cross-functional teams and ensure alignment with business objectives.
- Utilized technical acumen from my past experience as a full-stack developer to communicate directly with developers and AI-API engineers (for Machine Learning and LLM expertise) in both the creation of new applications as well as the developer team hand-off.

General Motors — Senior UX Designer, 06/2021 - 07/2022

EV SaaS & Mobile Applications

- Led UX design across GM's EV ecosystem including SaaS fleet software, mobile applications (iOS & Android), in-vehicle HMI, public websites, and foundational design system work

Work Completed

- EV SAAS Fleet Software
- EV Mobile App - iOS & Android
- EV Public Customer Website
- EV Dealer Platform
- EV User Documentation System
- EV Design System Foundations
- UX Usability Testing

Senior UX Designer / Product Designer (MHCID Capstone • NDA)

mSignia - 01/2018 - 01/2019

- Led end-to-end design of GDPR-compliant enterprise authentication frameworks and onboarding workflows, validated through usability testing and survey insights to ensure secure, low-friction experiences.

UX Designer

Nike (Via Kobe Inc.) - Contract - 01/2015 - 01/2016

- Collaborated with Nike executives on product design initiatives.
- Led adoption of iterative UX design processes across the team.
- Designed low- and high-fidelity iOS prototypes and conducted usability testing to validate user experiences.

UX Designer / PHP Developer (UX Designer)

No Limits Gallery - 01/2005 - 01/2014

Full-time (01/2005 - 01/2010), Part-Time (2010-2014)

- Designed UX wireframes and digital experiences for multiple clients including **Costco, Mitsubishi, and Coffee Bean.**
- Developed and deployed web applications using **HTML, CSS, JavaScript, PHP & MySQL.**
- Produced web and print design systems using **Adobe Creative Suite.**

UX Designer / Full-Stack Developer

Astrophysics Inc (Contract Project) - 01/2008 - 01/2009

- Designed UI for an X-ray security screening embedded software desktop platform still in use today, and led end-to-end UX and full-stack development of a SaaS e-commerce system with CMS tools for in-house operations.

Creative Director

Avatar / McDigit / Global ePoint - 01/2000 - 01/2005

- Led branding, web, and product design for multiple startup divisions, including e-commerce platforms.
- Designed UI for a Home Theater PC (HTPC) and partnered with Intel, AMD, and PC Gamer on product initiatives.

Early Career

- Graphic / Visual Designer — Maranatha Music (01/1999–01/2000)
- Medical Illustrator Intern — UCSD Medical School (01/1997–01/1998)
- Biochemistry Research Intern — Ionis Pharmaceuticals (01/1995–01/1996)

SKILLS

Design Systems

Material Design • Apple (iOS HIG, iPadOS HIG, macOS HIG, VisionOS HIG, TV iOS HIG, WatchOS HIG)

UX Research

Usability Testing • User Testing • UX Testing - Live SME Users, UserTesting.com, Loop11, moderated and unmoderated • Heuristics Evaluation • Cognitive Walkthrough • Competitive Analysis • Competitive Research • Ethnography • Literature Analysis • Affinity Diagramming • Design Thinking Process • Storyboarding • Qualitative Interviews • Field Observations • Journey Maps • Functional Workflows • Strategy Communication • Methods • Ideation • Business Intelligence Dashboards

Leadership

Leading Cross-Functional Design Teams — (Facilitation)

Prototyping

Prototyping SaaS — w/ Figma, Figma Coding Logic, Variables, AI Code for VS Code (React.MUI)

Prototyping iOS/Android —w/ Figma, Xcode (SwiftUI), Android Studio (Jetpack), AI Code

Design

Visual Design • Figma Design Systems • Component Libraries • Interaction Design • Wireframes • Branding • Logo Design • Infographics • Sketching • Graphic Design • Presentation • Books • Data Based Design • Iterative • Teams • Human Centered Design (User-Centered Design) • Time Management • iOS UI • Android UI • Material and HIG Design Systems & Design Principles • Mobile • Responsive Web • Desktop

Platforms

React.MUI • SwiftUI • Jetpack Compose

Current Tools

Figma • FigJam • Figma Make • Visual-Studio (SaaS React.MUI) • Xcode (SwiftUI) • Android Studio (Jetpack Compose) • ADO or Azure DevOps • Planner • Asana • AI • Machine Learning • LLMs (ChatGPT, Claude, Generative AI, Prompt Engineering) • Qualtrics • Adobe Creative Suite • Photoshop • Git • GitHub • SharePoint

Programming

HTML • CSS3 • React Native / React • Javascript • PHP • MySQL • jQuery

Languages — **English** (Fluent), **Spanish** (Conversational)

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