Gabriela López

Principal UX Designer

- ✉ gabbielopez@gmail.com
- 🔗 gabbielopez.com
- in @gabbielopez

Skills

Leadership
- Leading Projects
- Strategic Decision-Making
- Driving Design Vision & Strategy

Mentorship
- Coaching Junior Designers
- Providing Feedback
- Fostering Collaboration
- Knowledge Sharing

Collaboration
- Cross-Functional Work
- Dev-Design Sync
- Stakeholder Communication

UX & UI Design
- User Experience Strategy
- User Interface Design
- Design Systems

Languages

- 🇺🇸 English – Fluent
- 🇩🇪 German – B2.2
- 🇵🇷 Spanish – Native

Software

- Figma
- Photoshop
- Illustrator

Education

Udacity
Online
Nanodegree in Project Mgmt
2023

Parsons Sch. of Design
New York
MFA in Design & Technology
2004 – 2006

Sacred Heart University
Puerto Rico
BFA in Graphic Design
1997 – 2001

Work Experience

Expert UX Designer @ Elektrobit
2023 – Present | 📍 Ulm, Germany

Played a key role in refining processes, developing system architecture, and improving communication channels between projects, developers, and stakeholders. Mentored junior designers and enhanced team efficiency across multiple projects.

Senior UX Designer @ BMW
2019 – 2023 | 📍 Ulm, Germany

Led UX design for the personalization feature in an Android head unit, collaborating with stakeholders to align design with business goals. Defined user journeys, designed interfaces, and participated in user studies to improve the in-car experience.

Interactive Designer @ stellar
2014 – 2019 | 📍 Ulm, Germany

Responsible for UX/UI design in projects related to the automotive and health industries, enhancing interfaces and overall user experience.

Principal Visual Designer @ Telefónica
2011 – 2012 | 📍 Madrid, Spain

Mentored junior designers, providing guidance on user experience and visual design. Worked closely with management and stakeholders to develop mobile app concepts and presented them to customers.

Visual Designer @ Yahoo
2007 – 2011 | 📍 Sunnyvale, California

Worked with developers and researchers to refine Yahoo! Maps, Local, and Upcoming Events, using user feedback to enhance usability and deliver optimal solutions.

Senior Designer @ NBC Universal
2006 – 2007 | 📍 Manhattan, New York

Worked closely with the marketing department and stakeholders to design prototypes, visualize content strategies, and develop sales mocks and promotions for new features.