

Edwin Guevara

Edwin is a multidisciplinary designer with expertise in UX, web, motion, and print design. Combining creative insight with project management thinking, he is able to approach challenges from both macro and micro perspectives. Skilled in data-driven, human-centered design with a focus on delivering thoughtful, impactful solutions, Edwin is seeking opportunities to contribute a diverse skill set to a collaborative team.

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Maryland Institute College of Art
Graphic Design, MFA, 2026

Cornish College of the Arts
Interaction Design, BFA, 2024

Skills
UX Design
UX Research
Prototyping
Motion Design
Management

Software
Figma
Photoshop
Indesign
After Effects
HTML
CSS
P5JS

Maryland Institute College of Art
Graduate Teaching Intern
Sep 2024 – May 2025
Baltimore, Maryland

Assisted professors in delivering lectures and led discussion groups across courses in UX/UI design, prototyping, photography, and design history. Delivered guest lectures, provided constructive student feedback, and evaluated assignments to support learning outcomes.

Northwest Mahler Festival
Designer
Jan 2025 – May 2025
Seattle, Washington

Redesigned the Northwest Mahler Festival website and migrated content from WordPress to Cargo, enhancing visual design and usability. Automated forms and integrated Jotform and Mailchimp to streamline communication and user data collection.

Seattle Art Museum
Web Project Manager
Nov 2022 – Oct 2024
Seattle, Washington

Led a team of five in a comprehensive redesign of the Seattle Art Museum website, enhancing navigation, event and exhibition discovery, member engagement, and mobile responsiveness. Designed high-fidelity prototypes in Figma and conducted 80+ user testing sessions with diverse community members to ensure accessibility and ease of use for all audiences.

Mural
Qualitative Researcher
Mar 2022 – Sep 2022
Seattle, Washington

Led research days for design teams, managing participant recruitment, session moderation, video analysis, and insight synthesis. Streamlined research timelines from three weeks to one, accelerating decision-making and enabling data-driven design. Effectively shared findings across cross-functional teams, and reduced redundancies in research.

The Reef Stores
UX Designer
Jul 2020 – May 2022
Seattle, Washington

Led the redesign of the e-commerce site, aligning user needs with business objectives to enhance the online shopping experience. Designed user flows and built prototypes. Conducted stakeholder interviews, user research, and usability testing to empower customers to make informed purchasing decisions.

Seattle Art Museum
Ast. Project Manager, IT
Mar 2020 – Dec 2020
Seattle, Washington

Coordinated cross-functional teams to maintain and enhance the museum website, ensuring optimal performance and user experience. Managed IT projects and facilitated collaboration across departments to align technical solutions with organizational needs.