



RAMON YVARRA

AGENT OF SIMPLICITY

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408.230.6817

@SimplicityAgent

SKILLS

Management

- Hiring
- Mentoring
- Team Building
- Project Management
- Purchasing

Design & Layout

- Figma
- Sketch
- Adobe (PS, AI, INDD, XD)
- OmniGraffle

Software

- Web (HTML5, CSS3)
- JavaScript (React, ExtJS, JQuery, Bootstrap, UIKit)
- Mobile (React Native, Swift, Objective-C, Android Java)
- PHP (Laravel, Yii)
- Python (Flask, Marshmallow)
- Scripting (Perl, Bash, AppleScript)

CAD, Gaming & Visualization

- SolidWorks
- Unreal Engine
- OnShape
- Autodesk Inventor
- Processing (Java)

ABOUT ME

As a designer with over twenty years of industry experience, I am focused on building human-centered solutions for our ever-evolving digital landscape. My diverse background lets me work closely with stakeholders and contributors across multiple disciplines to design and build product experiences that are simple, innovative, and enjoyable. I enjoy strategic planning, process development, and being a mentoring resource for those around me.

CURRENT ROLE

Senior Product Designer, Bugcrowd, 7/2019 – Present

Bugcrowd helps companies launch and maintain ongoing security research through managed bug bounties in collaboration with an international crowd of security researchers. As the senior product designer, I provide modern SaaS design guidance for Bugcrowd's CrowdControl platform, which manages the relationship between organizations and researchers. I work closely with fellow designers, project managers, developers, and senior leadership to develop new ideas and refine feature proposals for this internationally renowned company.

PREVIOUS LEADERSHIP ROLES

Director of User Experience, Karmic Labs, 4/2016 – 10/2018

After beginning at Karmic as their principal UX designer, I was eventually promoted to a director role, managing several of Karmic's core efforts, involving design, development, and collaborating with Karmic's leadership team. As a director, I drove requirements for all customer-facing deliverables and was responsible for the holistic user journey. During my time with Karmic, I established a cohesive brand and design language that extended to all digital and print channels.

Engagement Manager (Contract), Apple, 5/2013 – 8/2014

Returned to Apple after 5 years, to assist the Facilities department with the design, architecture, and development of their internal tools. As an Engagement Manager I established a design language and architectural direction for new features, coordinated with external development vendors to scope and schedule work, managed bug backlogs, and conducted regular scrum meetings.

Agent of Simplicity, Sugarcube, Inc., 7/2008 – 8/2010

Sugarcube provided professional iPhone application development services to companies and individuals eager to leverage the iPhone platform. As an Agent of Simplicity I drove all design, interaction, usability and creative direction of the application creation process. In collaboration with engineering teams and clients I created final form design mockups, interactive prototypes, and interaction behavior specifications.

ADDITIONAL SKILLS

Server & Database

- Nginx
- Node JS
- Apache
- Postgres
- MySQL
- LDAP
- FileMaker
- GitLab CI
- Wordpress

Hardware

- Arduino
- PCB Layout
- Mechanical Design
- Manufacturing
- Robotics

HOBBIES

- Electromechanical art
- Game design
- Motorcycles
- Robot building
- Travel

Senior Manager of Web Services, Stanford - Alumni Association,

10/2008 – 10/2009

The Web Services group designs and builds content for StanfordAlumni.org and StanfordMag.org. During my time at Stanford I led and mentored a team of designers and engineers in the application of up-to-date web practices, and improved the publishing workflow using up-to-date technologies.

PREVIOUS INDIVIDUAL CONTRIBUTOR ROLES

Senior User Experience Designer (Contract)

Blue Shield of California, 11/2014 – 7/2015

Returned to Blue Shield of California to continue my UX efforts and assist the mobile design team in establishing new design guidelines for their updated mobile platform, and to create responsive web prototypes.

Senior User Experience Designer (Contract)

Blue Shield of California, 10/2012 – 8/2013

I was initially engaged to design new sections for Blue Shield's mobile site, but after seeing my initial work I was tasked with completely re-designing Blue Shield's mobile site, including a semantic refactoring of the front-end code and defining reusable components for the development team. In addition I led future focused design exploration sessions with the existing UX team and stakeholders.

Mobile UI Architect, JPMorgan Chase, 5/2011 – 5/2012

At JPMorgan Chase I facilitated communication between the design and development teams by helping each group understand the goals of the other. I additionally performed a great deal of iOS UI R&D to provide guidance to the design teams in terms of future product development spanning all mobile platforms.

Freelance Designer, 2010 – 4/2016

As a freelance designer I've assisted several concurrent clients with the design of their products and services, involving mobile and web platforms. Some of my past clients include: Flux.io, Apple, Blue Shield of California, Intuit, SmartShoot, Lab Zero, Visa, Inkstone Mobile, FanSnap (Acquired by SeatGeek), Apture (acquired by Google)

Various Roles, Apple, 7/1999 – 7/2008

For a full description of my roles at Apple please see my LinkedIn profile.

Full work history on LinkedIn: www.linkedin.com/in/ramonyvarra
Portfolio at: www.agentofsimplicity.com