

BEAU PESA UX/UI DESIGN



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WORK EXPERIENCE

User Experience + Interaction Design

Walgreens – Lead UX Designer August '22 – March '23

- Designed and shipped the soon to be implemented self checkout system for Walgreens, end to end.

Airbnb – Senior UX Designer (UX Designer 5) August '21 – Jan '22

- Designed a data pipeline testing (DAG) product from end to end.
- Created interactive components using internal Lunar design system and Figma's variant features.

eBay – Senior Interaction Designer Nov '20 – April '21

- Worked within the account settings team to design two factor authentication flows for web, mobile web, iOS and Android.
- Met in multidisciplinary teams to discuss engineering, marketing and strategy in quarterly planning meetings.
- Utilized the eBay's design system to maintain design consistency.

Cisco Systems – Senior UX Designer March '20 – September '20

- Updated existing designs for the TAC Workspace to make them comply with Lightning Design System by Salesforce.
- Learned Figma and collaborated for work on the platform.

Kaiser Permanente – Senior UX Designer September '19 – Feb '20

- Worked with design systems and patterns team to originate a unified visual language across the entire organization.
- Ensured components were compliant with web accessibility rules.
- Audited six extensive libraries of existing patterns for redundancy.

Cisco Systems – Mid – Level UX Designer March '19 – August '19

- Developed network performance analytic tools with ENUX team.
- Produced high fidelity mock-ups, iconography and feature design.
- Participated in team meetings to strategize + assess functionality.

CitrusBits – UX Design Consultant October '18 – September. '19

- Defined UX strategy for a low vision aid / mobile AR headset.
- Researched problems by interviewing users, developers, designers stakeholders and customer support team.

Southwest Airlines – UX Product Designer June '18 – May '19

- Created a unified workflow for the design team.
- Remote work required coordination, self motivation and discipline.

Nexd <now Olono> – Contract UX Designer January '17 – May '18

- Originated the early user interface designs for AI / CRM software.
- Designed low resolution and high fidelity mock-ups.
- Guided C-level leadership at meetings to determine style guide.

Urban Design + Landscape Architecture

- HOK – Urban Design Professional February '14 – February '15**
- Built 3D / physical models to visualize design decisions



EDUCATION

Continuing Education

General Assembly

User Experience Design Immersive

Codecademy

Websites From Scratch Intensive

Higher Education

University of Texas at Austin

MSUD in Urban Design

MLA in Landscape Architecture.

San Jose State University

Bachelor of Fine Art



SKILLS

Design Tools

Expert

Figma
Miro
Sketch
InVision
Abstract
Creative Suite
Illustrator
Photoshop

Competent

HTML 5
CSS 3
Git
MS Office
Adobe XD
Keynote
Principle
Zeplin

Design Skills

User research	Prototyping
Presentations	Mockups
Research	Story maps
Motion design	Wireframing
Flow diagrams	Usability
Testing	Marketing
Style Guides	Branding
Typography	Specifications

Soft Skills

Know Industry best practices
Highly responsive / adaptive
Good communicator
Self-starter, find new approaches
Panache for selling ideas
Prioritize tasks / multi-tasking
Excellent interpersonal skills
Cross-functional knowledge
Easygoing yet passionate
Excellent team player
Learn things quickly

