

# Alexander Lopez

I am a senior-level design manager who believes good design is about understanding people and their needs to create the best possible tools for them. As a manager I work for the same reasons, both are human endeavors to empower others to do and feel their best.

## Contact

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## Experience

### Senior Designer/Senior Design Manager

I currently lead a team of designers who are creating the future of search for the enterprise. As design lead for Microsoft Search, I collaborate with teams across the world to define, integrate, and enhance the role search plays in productivity at work. Previous to this, I lead several individual contributor design efforts and experiments for search and Windows.

### Microsoft

04/2017–Present  
[microsoft.com](http://microsoft.com)

### Director, Design and User Experience

Directed design and user experience initiatives for agency products and services business lines in the fashion, automotive, and medical industry. Established a design-focused culture and formalized, managed, and optimized the user experience practice. Led product teams through initialization through delivery and maintenance of enterprise-level programs.

### RICO Technologies

07/2011–03/2017  
[rico.is](http://rico.is)

### Adjunct Professor, Interaction Design

Created curriculum and helped students develop design skill through lectures and studio sessions.

### Moorpark College

09/2016–present

### Design Consultant

Provided user experience and design consulting for agencies and organizations. Led user interface design, content strategy, web design, and brand development initiatives for Warner Music Group, Maxon Computer Inc. JD Power & Associates, Lexus, Anheuser Busch.

### Ander Creative

09/2007–07/2011  
[ander.co](http://ander.co)

### User Experience Designer

Led user experience design initiatives for harvest.org. Worked with executive staff to create and implement redevelopment roadmaps for all organization properties. Redesigned donation flow to increase donor development.

### Harvest

08/2008–07/2011  
[harvest.org](http://harvest.org)

### Designer

Provided creative strategy, information architecture, and user interface design for web applications, corporate websites, and ecommerce solutions. Worked directly with clients to realize creative strategy.

### Frye Wiles

09/2005–09/2007  
[frywiles.com](http://frywiles.com)

## Education

### Bachelor of Arts, Psychology

California State University, Channel Islands

### Camarillo, CA

10/2012–05/2014  
[csuci.edu](http://csuci.edu)

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## Skills

Team/ Project Management, UX design Process lifecycle, Requirements Planning, Process/Systemization, Product/Design Sprints, UI/Interaction Design, Rapid Prototyping, Device-Agnostic Design, Front End Development

## Tools

Adobe Suite, Abstract, Axure, Balsamiq, Figma, Framer, Git, HTML/CSS, Microsoft Office Suite, Principle, Protopie, Sketch