

JAMES SAUCEDA

Product Design

DETAILS

Address

Temecula, California 92592

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Phone

(626) 290-0330

Portfolio

<http://jamesauceda.com>

SKILLS

UX

Whiteboarding & Workshopping,
Wireframing, Persona & Scenario,
Surveys, Interviews, A/B Testing,
Journey maps, User Flow,
Interaction Design, Usability
Testing, Responsive & Mobile
First.

Prototype

Figma, Invision, Sketch, Zeplin,
Axure, Adobe XD, Framer

Development

Git, React, Angular, Jest,
Storybook

PROFILE

I am passionate about creating seamless user experiences by applying intuition and drawing inspiration from insights and data. I have been described as detail-oriented, collaborative, and an effective communicator. I strive to be an advocate for the user and a thought partner to product.

EMPLOYMENT HISTORY

Principal Product Designer, Brightside

May 2022 - Jun 2023 - 1yr 2mos

As a Team Lead and Mentor for Brightside's Design Team, I revamped the Design System using Design Tokens, collaborated closely with Product and Engineering teams in an agile environment, and influenced design decisions as an advocate for the User.

UX Design Manager, BLAZE

Jan 2020 - May 2022 - 2yrs 5mos

I led the team for growth and scalability, overseeing daily and weekly check-ins, goal setting, training, performance evaluations, career development, and hiring. I fostered strong relationships with stakeholders, effectively communicated complex ideas, and created comprehensive roadmaps for planning and execution.

Frontend Engineer, Weedmaps

Aug 2016 - Oct 2019 - 3yrs 3mos

Worked across many Agile teams, helped to build Weedmaps design system SDK - using react, Next.js, Mobx, styled-components.

Sr. Product Designer, Weedmaps

Sep 2013 - Aug 2016 - 3yrs

Worked closely with product and engineering during the early stages defining design-culture and team growth.