

# Ian Sagabaen

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I am a corporate product designer with years of agency experience, creating solutions for desktop, mobile & web interfaces. I'm passionate about typography & the Swiss design approach (grid systems, simple interfaces). Communication is critical in my work as it's required

· Swiss design

· prototyping

· project management

· storyboarding

· mobile design

· HTML & CSS

· usability testing

· typography

to provide clear build instructions of my designs for engineering, sharing my ideas to stakeholders, & leading design reviews with structured processes. My process begins from idea conception to development, whether it's a brand new app or adding new features.

· Agile/Scrum development

· requirements collecting

· wireframing

· screenflows

· functional specifications

· corporate branding

· email marketing

## Google

via Randstad Technologies

Sunnyvale, California

INTERNET COMPANY

User Experience

Design Contractor

July 2016–present

## Developed internal tools

Supported in the creation of products that help support Googlers promote their growth through education. Collaborated with researchers & business stakeholders to understand gaps in the creation of these education tools, designed solutions for them, worked with engineering to make sure designs were properly implemented, maintained the health of these releases through follow-up research studies & analytics monitoring.

## UX cohesion across product suite

Established UI components for reuse document in a cohesive style guide, integrating it with the developer component library.

## Google design sprinter

Conducted four-day Google-developed design sprints to rapidly ideate, prototype, validate, & deliver a final product in various problem spaces.

## Facebook

via K2 Consulting

Menlo Park, California

SOCIAL MEDIA COMPANY

Product Design Contractor

July 2015–July 2016

## Internal tools

Led an engineering-dominant team in applying design thinking in creating sales tools.

## Style guide

Supplemented the Facebook Interface Guidelines with new components, integrating it with the developer component library.

## Prototyping, user testing

Conducted persona research via user interviews, created rapid click prototypes & interaction examples for testing.

## Hackathon participant

Was able to work on passion projects to create new productivity tools outside the scope of normal job requirements.

## SugarSync

San Mateo, California

CLOUD STORAGE COMPANY

Principal Product Designer

September 2013–July 2015

## Visual design championing

Built a new visual design pattern for the product & corporate branding, all maintained through formal UI kits for reference & consistency.

## User experience design

Lead the product team to produce features & experiences to enhance the app's current usability from wireframes to click prototypes to functional specs for development.

## Cross-platform

Designed app for the desktop (both OS X & Windows) and mobile (iOS & Android) in different mobile form factors, being mindful of experience consistency.

## Project management

Work is executed through the Agile practice to align efforts between engineering & design. Communication & priorities maintained via JIRA/Confluence & InVision.

## Exygy

San Francisco, California

WEB & APP DEVELOPMENT &  
DESIGN AGENCY

User Experience Designer

November 2012–July 2013

## Web & mobile apps

Designed the user experience for iOS & web apps. Sketched screens, created prototypes, and provided functional specifications for user flow consistency.

## Responsive design

Converted desktop layouts to be optimally viewed on smartphones & tablet devices, being mindful of each devices' viewing restrictions.

## Usability consulting

Provided critiques to existing clients' websites & web apps with redlined documents, high-fidelity mockups & analytics research.

## Strategic input

Met with clients to provide design input & synthesized feedback. Worked with developers in person & remotely in two-week sprints for product quality.



**CompareNetworks, Inc.**

South San Francisco,  
California

ONLINE MARKETPLACE &  
MULTIMEDIA PRODUCTION

**Senior Graphic Designer**

September 2008–  
November 2012

**Brand development & unification**

Developed corporate graphic design background by creating the styles & corporate identities for multiple scientific industries, unifying them in websites, logos, online advertisements & print materials.

**Best conventions**

Constantly pursuing research to build a library of proven best practices to implement on all produced work, creating a consistent & autonomous design (important for corporate designs).

**User testing & research**

Conducted user testing sessions & compiled my findings into documentation to increase the usability of our customer-facing websites.

**Project management**

Collect requirements from stakeholders to ensure that scope and deliverables are understood, as well as educate in my design decisions. Managed as many as 12 different major clients within a week's time.

**Graphic designer for various media**

Designed custom graphics & user interfaces for interactive websites, games, & viral videos. Worked with print companies to produce sales media kits, print advertisements & other related collateral.

**Email campaign designs**

Designed & coded online newsletters and email advertising according to email rendering standards.

**GlobalFluency**

Palo Alto, California  
PUBLIC RELATIONS FIRM FOR  
TECH COMPANIES

Graphic Designer,  
Photographer, Web  
Developer

July 2007–August 2008

**Custom design by clients specifications**

Responsible for creating custom artwork & website designs according to clients' requests.

**Cross-team liaison**

Worked closely with the Marketing & Public Relations departments to help create collateral materials. Create corporate digital artwork on request.

**Brand development & moderation**

Developed corporate branding from moodboards & sketches, then monitored branding guidelines company-wide for consistency.

**Photography**

Continually trying to find ways to incorporate professional photography into design work whenever applicable.

**Sagacity Creative**

sagacitycreative.com  
PRINT & WEB DESIGN SERVICES

Owner, UI/UX designer,  
graphic designer,  
photographer

October 2002–present

**Designer for international markets**

Collaborated with developers internationally in creating commercial websites, sharing ideas through storyboards, wireframes, & functional specifications.

**Web development**

Created & developed sites on the Wordpress platform for personal & commercial clients.

**Print design**

Established print & email advertising campaigns for audiences ranging from corporate to youth/urban markets.

**Samaritan work**

Performed pro-bono for non-profits & city organizations as charitable work.

**Persona & scenario-building**

Conducted research to develop personas and scenarios for the average user in a specific website/market.

Websites were crafted for the majority of the intended users within that field.

**Photographer**

Provided photography services as an event photographer & managed my own photo studio.

**Achievements**

International studies, study abroad scholarship winner. Studied abroad in Japan for a year to study the art, culture, & language. Moonlight as an event, product & portrait photographer. Musically inclined: church choir member & part of the school orchestra for nearly a decade, member of an *a capella* singing group.

Participated in gallery shows & exhibited my art. My family & home are featured on AOL.com. Currently maintain a few personal blogs & some websites. Acted in a few viral videos for the scientific community. An Oakland Athletics official fan personality. As of April 10, 2012, first Google search result for **greatest sign maker**.

**Education****San Jose State University**

BA Graphic Design & BA Photography

**Okayama University, Japan**

Art & Design Studies, Japanese Culture & Language

**San Francisco State University**

Multimedia Studies, Interaction Design