



JOSIAH GONZALES

[PRODUCT DESIGN] PORTFOLIO

JOSIAHGONZALES.COM

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SOFTWARE

Figma
After Effects
Dreamweaver
Illustrator
InDesign
Photoshop

OBJECTIVE

To secure a position as a Product Designer where I can utilize my skills and experience to contribute to the development of innovative and user-friendly products.

EDUCATION

Bachelor of Science in Graphic & Web Design, Art Institute of California—San Francisco, 2014
Bachelor of Science in Graphic Design, Art Institute of California—San Francisco, 2008

SKILLS

UX/UI Design
Prototyping
User Research & Testing
Wireframing & Design
Documentation
Figma, InVision, and
Adobe Creative Suite
Branding
HTML/CSS/PHP
Illustration
Layout Design
Motion Graphics
Packaging
Typography
Wordpress

DESIGN EXPERIENCE

Product Designer at Chairish—San Francisco, CA (Remote)

6/2019 – 11/2023

Responsible for the design and development of both internal and consumer-facing products. Develop UX and UI for various products including a shopping cart, address manager, and international sales expansion for Desktop, Mobile web, and iOS App. Developed wireframes, prototypes, and high-fidelity designs using tools such as Figma and InVision. Contributed to the company's design system and established design guidelines for future projects. Collaborated with cross-functional teams to gather requirements and incorporate feedback into design. Conducted user research and testing to ensure user-centered design and high product quality

Product Designer at Barbell Apparel—(Remote)

7/2021 – 12/2021

Develop UX and UI for various products including a product display page, shopping cart, and membership landing page. Was responsible for formative research, design, prototype, and spec development for handoff to engineers

Merchandise Designer at Minted—San Francisco, CA

7/2014 – 9/2018

Manage team of 5 Merch Designers, prioritize and assign workload to meet product launch deadlines. Prepare and upload foil dies to various printers. Communicate directly with printers about product launch dates of print runs of up to a million copies. Plan, develop workflow, checklists, create and edit official production templates to be used by all Production Associates

Graphic Designer at Youth Speaks—San Francisco, CA

1/2015 – 7/2017

Developed visual aesthetic of marketing materials for Youth Speaks events. Marketing Materials included flyers, posters, banners, books, web assets, brochures and event merchandise

Graphic Designer at Team 510 Fitness—Oakland, CA

2/2012 – 4/2016

Collaborated with the Team 510 Trainers to develop a new marketing strategy. Marketing materials included flyers, ads, brochures and website updates

Graphic Designer at SOMA Magazine—San Francisco, CA

12/2013 – 2/2014

Worked with Creative Director and other team members to layout articles for magazine

Graphic Designer at Farallon Brands—South San Francisco, CA

3/2012 – 11/2012

Designed packaging, ads, signs and catalog for three separate product lines