

Stephany Aline Hernández Villegas

Interaction Designer | UX Engineer | Mexico | stephanyvg15@gmail.com | [LinkedIn](#) | [Behance](#) | [Portfolio](#) | +52 2228132034

UI and Interaction Designer with 6 years of experience and a strong background in Software Engineering. Specialist in bridging the gap between design and development by building scalable design systems and high-fidelity prototypes. Proven track record in leading end-to-end product design for B2B/B2C platforms, utilizing AI-driven tools to accelerate product validation and attract strategic investment.

SKILLS AND TOOLS

Design: Design principles and heuristics, Research, Information architecture, Wireframing, Prototyping and microinteractions, Accessibility, Data research and analysis, UX Audits

Development: HTML, CSS, JavaScript, No-code (Webflow, Framer), Bolt, Vercel

Methodologies/Frameworks: Scrum, Design Thinking, Atomic Design, Human Interface Design

Soft Skills: Leadership, Organization, Effective communication, Collaboration, Adaptability, Time management, Attention to detail

Tools: Figma, Protopie, Adobe XD, Jira, Asana, Antigravity, Miro, Webflow, Google Suite,

EXPERIENCE

Shortcut September 2024 - Present
Senior Interaction Designer and UX Engineer

Achievements:

Project Zipmi (H2B Visa Platform):

- Leading the end-to-end product design for a dual B2B/B2C platform aimed at the US labor market (H2B Visas).
- Leveraging Vercel and Antigravity to build and deploy functional prototypes, reducing time-to-market and facilitating investor relations.

Project AIStor & Console UI:

- Executed the redesign of AIStor and Console UI, enhancing usability and ensuring all components were development-ready.
- Collaborated in the documentation of the UI Toolkit to ensure cross-platform design consistency and accessibility

Highlights June 2023 - December 2024
UX/UI Designer Mid Freelance

Achievements:

- Redesigned and implemented continuous improvements in [Highlights](#) application, enhancing navigation and user experience through iterative updates.
- Supported graphic content creation for sports campaigns and managed social media uploads.

Bluepixel June 2022 - June 2024
UI and Interaction Designer Mid.

Achievements:

- Led the redesign of the [CBX airport terminal platform](#), resulting in a measurable increase in user dwell time through improved navigation.
- Developed the e-commerce application for [RadioShack](#), managing the project from research and information architecture to final developer handoff.
- Contributed to flagship projects, setting quality benchmarks for design standards.

PixelSpace December 2021 - February 2023
UX/UI Designer Consultant Freelance

Achievements:

- Reimagined the [Hootsuite](#) platform by designing new features and optimizing core navigation patterns.
- Conducted research and designed architectures for an AI-driven platform and an AR application for machinery maintenance

Sharkthink June 2020 - April 2021
UX/UI Designer Jr.

Achievements:

- Designed the **Shift app** for Sport City gym chain and the Checkmark app for used car validation on iOS and Android.
- Developed leadership skills by managing projects from initial definition to final launch.

EDUCATION

Universidad Virtual del Estado de Guanajuato Present
Software Development Engineering

Unidad Profesional Interdisciplinaria de Ingeniería y Ciencias Sociales y Administrativas August 2016 - July 2020
Bachelor's Degree in Computer Science

LANGUAGES

- English:** B2 (Upper Intermediate).
- German:** A1 (Beginner)