Maria Aguilar

UX Designer

Seattle, WA
(786) 294-3013
maria.aguilarvelez@gmail.com
mariaaguilarv.com

Impact-driven UX Designer with 6+ years of experience, including leading zero-to-one design at Google for complex enterprise cloud services. Proven ability to secure major contracts (over $48M) , champion platform-wide accessibility to win critical bids , and drive AI product innovation. A strategic partner with a BS in Computer Science and a background in data visualization, bridging deep technical challenges with intuitive, user-centric experiences.

EXPERIENCE

Google — UX Designer in Google Distributed Cloud

Seattle, WA | Oct 2021 - Dec 2025

The Google Distributed Cloud (GDC) team builds a private, air-gapped version of Google Cloud. It's designed for high-profile customers with strict data sovereignty requirements.

- **Led the design from zero-to-one** for core services like Monitoring, Billing, and Storage, launching critical UI that was instrumental in securing over $48 million in contracts.
- **Championed platform accessibility compliance** and achieved VPAT certification, granting over 3 million federal employees access to services and winning Cloud's highest-stakes bid.
- **Drove AI product innovation** by creating and leading a hands-on prototyping workshop for 18+ UX designers, significantly accelerating team readiness and skill uplift in a critical product space.
- **Steered product vision** and strategic concept discussions as the UX Lead for 5+ core areas in GDC, leveraging cross-functional collaboration (PM, Eng, Research) to shape roadmaps and product direction.
- **Increased product velocity** and reduced complexity by centralizing design artifacts and specifications into a single tracking system, improving clarity on design iterations and alignment across all stakeholders.
- **Initiated and published a single source of truth** for design patterns, aligning five designers and proactively ensuring platform-wide consistency and high visual craft standards.
- **Elevated visual design** quality by developing foundational templates used by 100+ Cloud UXers, and enabling high-visibility event success by designing Cloud Next swag for 30,000+ attendees and creating rapid prototypes for PM/Eng demos.
- **Mentored new Googlers and interns**, and became the team's go-to resource for elevating design quality and presentation storytelling.

The Washington Post — News Graphics Reporter

Miami, FL | Feb 2021 - Sep 2021

- **Executed data-driven journalism** by pitching, reporting, and visualizing stories using multimedia elements (e.g., custom maps, charts, and interactive diagrams).
- **Leveraged expertise in visual design** and technical tools, including Adobe Creative Suite (Illustrator, Photoshop), front-end development, and advanced data analysis, to enhance news presentation.

Univision — UX & Graphics Designer

Miami, FL | Aug 2020 - Feb 2021

- **Conducted user research to inform the design** of engaging data visualizations for the U.S. Hispanic audience.
- **Innovated visual storytelling** approaches by conducting research and designing an engaging sequence of Instagram Stories utilizing animation and infographics to educate young audiences on political topics.

University of Miami, UX Lab — UX Research Assistant

Miami, FL | Mar 2019 - May 2020

- **Conceptualized and developed a Virtual Reality (VR) application** that offers an immersive, creative exploration of the University of Miami campus via a VR headset.
- **Applied mixed-methods research** (quantitative and qualitative analysis) on usability data to directly inform and drive the redesign of the VR application.

Scotiabank — Credit Cards and Consumer Experience Analyst

Lima, Peru | Apr 2016 - Jul 2018

- **Analyzed credit card fraud data** to contribute to strategic product decisions, resulting in the implementation of a transactional risk system to evaluate and approve/reject transactions in real time.
- **Led a project to revamp credit and debit card customer interactions,** coordinating technical changes across the bank's core system, home banking web, and mobile application.
- **Prepared and delivered clear, data-driven presentations** to executive teams.

EDUCATION

University of Miami — Miami, USA

MFA in Interactive Media - School of Communication | Aug 2018 - May 2020

STEM Master's program with focus on UX Research and Interaction Design

Pontificia Universidad Catolica del Peru (PUCP) — Lima, Peru

BS in Computer Science - School of Science & Engineering | Mar 2009 - Jul 2015

Graduated in the top fifth of the class

University of Rochester — New York, USA

Computer Science - School of Applied Sciences | Jan 2014 - May 2014

Exchange study program for Spring semester

SKILLS

- **UX/UI Design:** Rapid Prototyping, Wireframing, User flows, Design thinking, Usability Testing, Research Methods
- **Strategy & AI:** Design with AI, Prompt engineering, Product Strategy, Storyboarding
- **Technical Skills:** Vibe coding, HTML, CSS, SQL, C/C++, Python
- **Tools:** Figma, Gemini, ChatGPT, Al Studio, Stitch, Whisk, Notebook LLM, Adobe Creative Suite