

Maria Aguilar

Senior UX Designer

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Impact-driven UX Designer with 8+ years leading 0→1 design for complex enterprise applications, data-dense workflows, and core software tools at Google and Disney. An engineering-forward partner with a BS in CS, I translate complex technical logic into intuitive user flows, high-fidelity mockups, and scalable conceptual models. Proven ability to leverage UX research, anchor product experience improvements, and design systematic interfaces.

EXPERIENCE

The Walt Disney Company — Senior UX Designer (Contract role)

Seattle, WA | Feb 2026 - Today

- **Rapidly onboarded** to the Enterprise Business Innovation and Optimization team, delivering scalable design solutions across the Disney digital ecosystem.
- **Collaborating cross-functionally** to audit and redesign high-traffic support websites for global brands (Disney.com, StarWars.com), ensuring complex enterprise tools align seamlessly with customer-facing interfaces.
- **Leveraging AI tools and LLM frameworks** to accelerate rapid functional prototyping, driving faster product execution while upholding strict internal enterprise design standards.

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 0→1 design for core platform services** (Monitoring, Billing, Storage), transforming high-density data structures and complex workflows into intuitive, scalable interfaces that secured over \$48 million in contracts.
- **Championed platform accessibility compliance** and achieved VPAT certification for data sovereignty environments, granting over 3 million federal employees access to secure services.
- **Drove AI product innovation** by creating and leading a hands-on prototyping workshop for 18+ UX designers, accelerating next-generation product experience improvements and team readiness in the AI infrastructure space.
- **Steered product vision as the UX Lead** for 5+ core areas in GDC, leveraging UX research insights and user feedback to validate end-to-end product experiences and align cross-functional roadmaps (PM, Eng).
- **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), basic prototyping skills (HTML/CSS), 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.
- **Conducted usability testing** and applied mixed-methods research (quantitative/qualitative) to drive the redesign of a VR application.

Scotiabank — Credit Cards and Consumer Experience Analyst

Lima, Peru | Apr 2016 - Jul 2018

- **Analyzed consumer data to drive strategic product decisions**, identifying growth opportunities and optimizing user conversion through a real-time transactional risk system.
- **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:** Interaction Design, Information Architecture, Data Visualization, User Flows, Wireframing, Rapid Prototyping, Usability Testing, User-Centered Design Methods.
- **Strategy & AI:** Systems Thinking, Designing for AI/LLMs, Prompt Engineering, Product Experience Optimization
- **Technical:** Figma, Python, C/C++, SQL, HTML/CSS, Git, AI Studio, Stitch, Cursor, Claude, Notebook LLM