

IZZY LOURDES

Product Designer

izzylourdes.com

Blue sky thinking Product Designer (UI/UX), committed to creating inclusive designs for every experience.

Skills

UI / UX Design (Web & mobile!)
Accessibility design
Design systems & tokens
Ideation & iteration
Wireframing, prototyping, & mockups
User research & interviews
Usability testing
Qualitative and quantitative analysis
Agile methodologies

Tools

Figma, Sketch,
Invision, Marvel,
Creative Cloud, Miro,
Jira, Confluence, Git

Awards & Publications

- BrainStation x EY 3D Hackathon Winner:
[BookHero](#)
- Aether Magazine Issue No. 5 - Cover Artist
- Nylon Japan, April 2015 Issue - Featured
Artwork

Contact

Portfolio: izzylourdes.com

Email: hello@izzylourdes.com

Education

User Experience Design Diploma

BrainStation (2020)

Image Arts: Photography Studies

Toronto Metropolitan University (2013-2014)

Experience

Game Designer (UI/UX) | Gameloft

Feb. 2023 - Feb. 2024

Crafted innovative cross-platform game designs for Dragon Mania Legends and Disney Magic Kingdom.

Conducted competitor analysis and user testing research to inform design decisions.

Led feature designs from sketches to final mockups, holding kickoff presentations to ensure team and stakeholder alignment.

Intermediate UI/UX Designer | FreshPlanet

Nov. 2020 - Feb. 2023

Designed intuitive mobile UI/UX designs, creating design systems and tokens for SongPop 3 and SongPop Party.

Led design migrations from Adobe XD to Figma for improved cross-functional team collaboration.

Responsible for seamless design-to-dev handoff, and testing developed builds to verify design accuracy.