

Julia Garcia

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EXPERIENCE

SF CIVIC TECH

Product Designer

San Francisco, CA

May 2025 - Present

- Leading the redesign of the website to improve usability, accessibility, and scalability.
- Creating a design system from scratch to deliver consistent, accessible UI components.
- Designing onboarding and impact reporting features to strengthen volunteer engagement.

SMASH

Design Thinking Instructor

Berkeley, CA

June 2024 - July 2024

- Taught human-centered design to 30 high school students from underrepresented backgrounds.
- Revamped curriculum with new workshops in creativity, collaboration, problem-solving and the design process.
- Mentored students in design and project tools including Figma, FigJam, and Google Workspace.

MICROSOFT

Product Designer

Remote

January 2023 - May 2023

- Redesigned the Azure Arc developer onboarding experience, improving clarity and learnability.
- Conducted user research, heuristic evaluations, and competitive analysis to identify pain points.
- Collaborated with PMs, engineers, and researchers; presented prototypes in Figma to stakeholders.

HACK FOR LA

Product Designer

Remote

April 2022 - Present

- Led UX design and research for VRMS, a volunteer management platform.
- Built a scalable design system in Figma using Material Design to ensure accessibility and consistency.
- Improved team alignment by organizing documentation, async workflows, and communication systems.
- Co-led a 40+ member design community: ran weekly workshops, mentored designers, and fostered a culture of learning and feedback.

TOOLS

Figma, Adobe CC, Spline, HTML and CSS, Notion, Zeplin, Miro, Github, Microsoft 365, Google Workspace

EDUCATION

DESIGNLAB

UX/UI Design Bootcamp

Remote

May 2020 - January 2021

Completed 560+ hours of coursework; built 3 capstone projects with mentor guidance.