

Julia Garcia

San Francisco | [LinkedIn](#) | [Portfolio](#) | julia-gab@outlook.com

EXPERIENCE

SMASH

Design Thinking Instructor

Berkeley, CA

June 2024 - July 2024

- Taught human-centered design to 30 high school students from underrepresented backgrounds through hands-on workshops and projects.
- Revamped outdated curriculum by developing new, engaging learning materials focused on creativity, collaboration, problem-solving, and the design process
- Mentored students in design and project management tools like Figma, FigJam, and Google Workspace, while building their confidence in teamwork and public speaking

MICROSOFT

Product Designer

Remote

January 2023 - May 2023

- Redesigned the Azure Arc developer onboarding experience to improve clarity and learnability, using Figma and Fluent Design System for high-fidelity prototypes
- Conducted user research, heuristic evaluations and competitive analysis to surface common pain points that were translated into actionable design solutions
- Collaborated across disciplines (PM, engineering, research) and presented design deliverables to stakeholders, aligning on business needs and technical feasibility
- Communicated ideas, tracked work, and documented design rationale using FigJam, Microsoft 365 and Azure DevOps

HACK FOR LA

Product Designer

Remote

April 2022 - Present

- Lead design and research for VRMS, a volunteer management tool supporting civic tech collaboration and impact
- Created a scalable design system using Figma and Material Design to ensure accessibility and consistency across the product
- Collaborate cross-functionally with developers and PMs to ship thoughtful, user-centered features in an agile environment using Kanban
- Brought structure to a fast moving and unclear environment by organizing documentation, facilitating async communication, and creating systems that kept the team aligned using tools like Figjam, GitHub, and Google Workspace
- Co-led the UI/UX Community of Practice for all designers across Hack for LA: ran weekly meetings, build and facilitated design and career workshops, mentored designers, created and shared resources, and helped build a culture of feedback, learning, support and inclusion

TOOLS

Figma, Figjam, 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 and created 3 capstones, collaborating with a Product Design mentor to gain comprehensive experience in the UX/UI process and deliverables.