

Joan Miguel

POSITION | UX/UI Developer

Seattle, WA
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EXPERIENCE

Pool, group vacationing App – UX/UI Designer

Strategy | Uncovered key user insights by conducting usability testing with 5 participants, directly influencing feature prioritization and design strategy

Leadership | Led end-to-end UX for a mobile group-travel app, prioritizing inclusive design and accessibility standards to improve engagement and financial accountability

ASU, Senior Project – Student

Orchestrated a game-day marketing initiative for Wing Stop, enhancing brand visibility during key sporting events

WORK

Stoke Mountain (WA) – Lead Barista (current)

Operations Lead | Solely responsible for all opening/closing procedures, inventory management, and guest experience during peak operational hours

Product Development | Developed and tested new menu items based on rapid feedback cycles, creating a more intuitive and appealing customer journey

Starbucks (WI, WA) – Barista (2017-2022)

Workflow | Managed high-volume orders and drink production in fast-paced environments while maintaining high service standards

Cross-functional Collaboration | Successfully integrated into 4 different store locations

SKILLS

People | Leadership, Time Management, Multitasking, Team Training, Sales & Client Relations, Community Builder

Technical | Figma, Adobe (Premiere Pro, Illustrator, Photoshop, InDesign, Lightroom), Trello

Design | Accessibility (WCAG), Design Systems, Prototyping, Information Architecture, User flow, Wireframing, User Research, Usability Testing, Responsive Web, App Design

Teams | Cross-functional collaboration, Data-driven design, Agile Development, Slack

LANGUAGES

English, Ilocano

EDUCATION

across WA and WI, seamlessly adapting to new team cultures and workflows

*Arizona State University, Tempe, AZ –
B.S in Graphic
Information Technology
(summa cum laude)*

Focus | UX/UI design in
web development
technologies.

*(Achieved through
Starbucks SCRAP program)*