

Jose Alvarez

Product Designer building AI-powered tools

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github.com/josealvarezswork

Designer with 4 years of experience in visual systems, motion design, and multimedia production. Now focused on product design and AI-powered tools. Currently studying Software Development to bridge design and engineering.

SKILLS

Proven

Visual Design Motion Graphics Figma
After Effects Video Editing
Design Systems

Building

AI Tools LLM APIs UX Research
Prototyping HTML/CSS/JS
API Integration

Tools

Figma After Effects Premiere Pro
Notion Git VS Code

WORK EXPERIENCE

Visual Designer

2020 — 2024

Serudda · YouTube Channel

- **Led visual design** for a growing YouTube channel, scaling visual systems across a multi-year content catalog.
- Built **reusable component libraries in Figma** with auto-export workflows — updating assets once propagated changes across the entire production pipeline.
- Made **data-informed design decisions** for thumbnails and banners, optimizing for engagement and maintaining visual consistency.
- Produced **motion graphics and video editing** in After Effects, adapting content across formats for multi-platform distribution.
- **Collaborated with stakeholders** on content strategy, managing end-to-end multimedia production including podcasts and audio.

Figma After Effects Premiere Pro Photoshop Design Systems

PRODUCT PROJECTS

Product Designer & Builder

2026

UX AI Generator · Live Tool

- Reduced UX documentation time significantly by designing an AI-assisted generation workflow powered by LLM APIs.
- Automated 10+ structured UX deliverables per project through reusable JSON-based pipelines.
- Designed the end-to-end workflow from research input to export-ready output, including token-based UI structure.
- Built Figma plugin for direct frame generation in the user's canvas.

Figma

LLM APIs

Notion API

HTML/CSS/JS

Figma Plugin API

Product Concept & Development

2026

Duo Git · In Active Development

- Designing a behavioral UX system that transforms GitHub activity into visible streak-based progress.
- Researching developer motivation patterns and lightweight gamification mechanisms.
- Defining interaction models and emotional feedback loops to support habit-building workflows.

Figma

GitHub API

Data Visualization

Motion Design

EDUCATION

Technical Degree in Software Development

[In Progress](#)

Uniminuto TecMD · 2026 – 2027

UI/UX Design Specialization

California Institute of the Arts (CalArts) · Coursera

Motion Graphics Certification

Coderhouse · 2024