



NOEL TORRES

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noletorious.com

DESIGN

- User-centered design
- Motion design
- Rapid prototyping
- 2D visual graphics
- HTML/CSS/JS, Reactjs, Storybookjs
- Adobe: XD, AE, AI, PS, DW, ID
- Figma, Sketch
- Google Earth, Google Earth Studio

DEVELOPMENT

- HTML/CSS/JS
- Reactjs
- Storybookjs, Framer Motion
- Visual Studio Code
- Browserstack
- Atlassian: JIRA, Confluence
- Git, Sourcetree
- Hubspot

LEARNING

- 3D Modeling
- Threejs
- Blender
- Spline
- Adobe Substance
- Python

EXPERIENCE

TRIMET [WEB DESIGNER/DEVELOPER • JANUARY 2017 - PRESENT]

- Maintain TriMet's user interface component library using Adobe XD, Reactjs, and Storybookjs. Responsible for producing high fidelity prototypes, design references and code direction for product development and proof-of-concept discussions for web related interfaces.
- Collaborate closely with co-designer on providing guidance on file management across departments, standardize web iconography, build digital and print maps, manage multiple content management systems, ensure at least WCAG AA compliance through accessibility testing, digest user feedback, disambiguate problems, prioritize user issues, scope future features and respond to emergencies when it comes to notifying riders on critical information in a timely manner.
- Currently dedicated to the development of the new trimet.org progressive web app as both UX/I designer and front-end developer within a team of 5 engineers, leveraging SCRUM/Agile methodologies and modern web technologies.
- Motion graphic designer collaborating with videographers, contractors or partnerships, creating reusable video templates for external use, service change explainers videos, logo animations, commercials and interactive prototypes
- Consistently collaborating within internal teams, large and small, across departments as well as external partnerships, local companies and artists, creating, solving or exploring user experiences on the web promoting TriMet's services. Great example was working with Apple's marketing team on launching the new Hop FastPass Virtual Card feature on Apple Pay.
- Technical lead representing the Public Affairs team in the successful launch of the pilot between our fare system Hop Fastpass and Hubspot. I design user workflows on behalf of our business goals, stress testing workflows, and collaborate with engineers on fine tuning capabilities of each system to scale and satisfy goals.

ATTENSA [UI/VISUAL DESIGNER • JUNE 2014 - JANUARY 2017]

- Designed and presented user flows and prototypes as design reference for the engineering team to implement.
- Reduced customer support inquiries by 50% working on-site with a local client gathering user feedback and providing guidance on new features in real-time.
- Created marketing related materials such as infographics, case studies, user how-to guides, styled the product's email templates.
- Collaborating with the CEO and Product Manager, we designed an essential feature of the app : The Topic View.

SOUTHERN OREGON UNIVERSITY [SEPTEMBER 2007 - JUNE 2011]

- Bachelors in Computer Science
- Minor in History of Philosophy