# **GERONIMO C RAMOS**

DESIGNER + ENTREPRENEUR

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## **EDUCATION**

#### **USC Marshall School of Business**

BS Business Administration 2013-2015

#### Art Center College of Design

Night Course, Product Design 2014

#### University of Navarra

International Business, Spanish Exchange Semester in Spain 2014

## **SKILLS**

Intercom

Zendesk

Phone

Sketch

Principle

Marvel/Invision

Final Cut Pro

User Research

UX + UI Design

Prototyping

A/B Testing

Presentation

Writing

Problem Solving

Project Management

Facilitation

# **EXPERIENCE**

## **UX DESIGN + CUSTOMER EXPERIENCE, OUTDOORSY**

San Francisco, CA | 2017 - Present

- Supported thousands of customers with various issues over the phone.
  Intercom, and Zendesk built systems to reduce full-resolution time
- Developed a system to communicate direct customer feedback from Support team to Product team
- Designed flows and features from end-to-end to improve the online/offline experience for users that meet business objectives

## PRODUCT DESIGNER, TRADECRAFT

San Francisco, CA | 2016

- Consulted clients to develop project scopes, timelines, and expectations
- Conducted design research + usability testing for product development
- Designed wireframes, low-fi mockups, and hi-fi prototypes
- Clients: Feastly, Stroll Health, Chime, AVA

## **DESIGN + TALENT STRATEGIST, ASHOKA**

Arlington, VA | 2016

- Coordinated a partnership between IDEO and Ashoka Changemakers in adopting the OI engine platform for increased user engagement
- Managed and redesigned the summer internship program
- Built and maintained critical talent pipeline systems

#### **DESIGN STRATEGIST. GO PROJECT**

Panama City, Panama | 2015

- Managed a team conducting design research for a government website
- Facilitated design strategy sessions for startups and NGOs
- Cofounded an initiative that brought nonprofits, entrepreneurs, and federal government entities together for economic development

## **DESIGN LEAD, THINKIMPACT**

Kenya | 2013

- Conducted a full-immersion design project for a village in rural Kenya
- Recruited and lead a design team of local community leaders to tackle challenges in poverty alleviation
- Pitched our final prototype to government officials which projected a 1,800% increase in profit for local farmers