Don Bambico
Senior User Experience Designer

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Experience

Walmart
2019 - Present

Senior User Experience Designer
Leading user experience for Walmart site merchandising team, helping merchants plan, execute and optimize their business units. Improved the user experience of the internal content management system tool (Tempo), streamlining and automating workflows resulting in increased efficiency in redundant tasks saving time and operating costs.

Led user experience for Walmart Conversational AI platform (Converse) to enable voice commerce. Reducing friction in allowing developers, product, ux and business teams to build new voice and conversational applications on platforms such as Google Assistant, Apple Siri and Samsung Bixby. Enabled non-technical users to create and build voice conversation flows without any coding experience in a matter of days instead of months.

TE2/Accesso
2018 - 2019

Senior User Experience Designer
Led the mobile design on both iOS and Android of personalized, location-based experiences for the hospitality, theme park, and entertainment industries, enhancing guest engagement and satisfaction. Designed process flows, behavioral flows, wireframes, prototypes and high fidelity mock-ups. Collaborated closely with product management, engineering, quality assurance and client relations. Conducted user testing both through email surveys and in park testing with users.

Qualcomm
2017 - 2018

Staff User Experience Designer
Focused on designing and improving digital interfaces, tools, and systems that employees use for internal operations and technology management. Analyzed current workflows to identify pain points or inefficiencies, then design solutions that enhance productivity through better UX. Shaped how employees interact with internal digital tools, making sure they are efficient, intuitive, and aligned with the company's technological goals.

GoPro
2014 - 2017

User Experience Design Lead
Led the design of seamless user experiences for GoPro's connectivity features, including wireless pairing, cloud uploads, and mobile app integrations. Collaborated with engineering, product, and design teams to optimize the connection flow between cameras, mobile devices, and cloud services. Conducted user research and usability testing to enhance the connectivity experience, reducing friction and improving reliability for users.

Responsible for multi-platform hardware and software onboarding across GoPro's camera line including HERO3+. HERO4. HERO+. HERO4 SESSION. HERO5 Session. HERO5.

Porch
2013 - 2014

User Experience Designer
Designed and optimized user interfaces for the Porch platform, improving the homeowner, service professional, and real estate user experiences. Developed seamless cross-platform experiences for web and mobile, including service discovery, booking flows, and professional profiles. Collaborated with product and engineering teams in an agile environment to enhance onboarding, communication systems, and conversion funnels.

Active Network
2012 - 2013

Senior Visual Designer
Led the design and visual development of digital products, creating engaging and user-friendly interfaces for event registration, management, and participation platforms. Collaborated with cross-functional teams to establish and maintain a cohesive visual identity across web and mobile platforms. Developed high-fidelity wireframes, prototypes, and visual assets to optimize user experience and improve conversion rates.

Education

Bachelor of Arts in Applied Arts and Sciences emphasis in Graphic Design - Dean's Scholar
San Diego State University - San Diego, CA

Skills

Strategy, Interaction Design, Visual Design, Conversation Design, Tooling Design, Rapid Prototyping, Motion Design