

Jarel Brian Aguilar

Product Designer

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SUMMARY

Product Designer with 4+ years designing and building features for customer-facing SaaS applications, from user research and flows to Figma prototypes and production-ready UI. Experienced in accessibility-centered, responsive design inside established design systems, validating decisions with usability testing and A/B testing. Works closely with product managers and engineers, and can build what he designs in HTML/CSS, React, and TypeScript.

EXPERIENCE

Product Designer, Amazon Web Services

May 2022 – Jul 2026 | Seattle, WA

- Designed and iterated on interaction designs for two customer-facing SaaS chat applications (AWS Chime and Wickr), owning user flows, wireframes, and high-fidelity UI in Figma through engineering handoff.
- Redesigned Chime for responsive, accessible layouts that held up across devices and screen sizes, applying WCAG-centered design.
- Designed the Wickr session timeout experience, turning user research and security requirements into an interaction pattern that balanced usability with trust.
- Used user research, customer insights, usability testing, and A/B testing to define, test, and refine designs through rapid prototyping and iteration.
- Led design documentation for the responsive Chime redesign, Wickr onboarding webification, and Wickr session timeout feature, using charts and diagrams to align product managers, engineers, and stakeholders across departments.
- Collaborated daily with product and engineering using Git, Markdown, and Jira across sprints and stories.

UI/UX Designer, FamilySearch

Jul 2021 – May 2022 | Lehi, UT

- Designed and implemented dynamic web components in React.js and TypeScript, improving navigation UX by 30% on the Ancestor and Search pages.
- Partnered with marketing and design on mockups, translating business goals into polished interfaces.
- Contributed to product experimentation and optimization across 3 major initiatives, using results to iterate on designs.

Design Team Lead, Brigham Young University – Idaho

Apr 2018 – Apr 2021 | Rexburg, ID

- Led a 3-person design team creating posters and visual learning aids in Adobe Illustrator and Photoshop, applying consistent visual hierarchy, typography, and color theory.
- Built internal JavaScript/Photoshop tools that reduced Canvas course banner creation effort by 80% campus-wide.
- Wrote step-by-step tutorials that turned complex software workflows into clear instructions for non-technical users.

SKILLS

Product Design & UX: Figma (advanced), user flows, wireframing, rapid prototyping, high-fidelity UI, information architecture, interaction design, design systems, typography, color theory, responsive design, accessibility (WCAG)

Research & Experimentation: User research, customer insights, usability testing, A/B testing, product experimentation, iterative design, growth optimization, market research

Design-to-Development: HTML/CSS, JavaScript (React, TypeScript), design-to-code handoff, Git, Markdown, AI-assisted design workflow (Claude)

Collaboration: Cross-functional teamwork, stakeholder alignment, design documentation, KPI-driven strategy, team leadership, Jira, Adobe Illustrator and Photoshop

EDUCATION

BS, Computer Software Engineering

Brigham Young University – Idaho | Aug 2017 – Jul 2021

Final project: a Google Chrome extension dashboard combining weather and task management in a minimal interface (scored 100%).