

Luis Queral

Digital Product Design & Research

Work Experience

Product Designer, 2017-Present

Postlight — New York, NY

Postlight is a digital product studio, focused on the design, development, and strategy of software infrastructure projects.

- Part of a small and focused team of three designers embedded within Goldman's Sachs flagship trading software (Marquee).
- Determined project OKR's and high-level product strategy while meeting aggressive timelines.
- Validated design work through user research and highly detailed interactive prototypes using Framer and Principle.
- Set the foundation for software used to move over \$500 billion worth of transactions a month.

UX Designer & Developer, 2014-2017

Blenderbox — Brooklyn, NY

Blenderbox is a full-service interactive design & development agency with a focus on non-profit and cultural organizations.

- Led the design of a diverse range of custom websites including the redesign of a major international airport system, a children's museum, and a corporate intranet.
- Executed a wide range of UX research, including sitemap audits, in-person usability studies, and user interviews.
- Performed both front-end and back-end development for a variety of projects. Our shop specialized in Python (Django) and PHP (Wordpress, Kirby) based stacks.

Additional Work Experience

Design Intern, Feb 2013-2014

Figure 53 — Baltimore, MD

Helped prototype a multi-channel audio-panning tool for their flagship sound design software, QLab.

Design Intern, Oct 2013-Apr 2014

Mr. UX — Brooklyn, NY

Helped manage several client projects and facilitated in the creation of marketing material and emailers.

UX Design Intern, May-Aug 2012

r2integrated — Baltimore, MD

Designed marketing collateral for clients. Responsible for leading a team of interns in internal design projects for both print and web.

Assistant Researcher, Jan-Jul 2012

University of Maryland — Baltimore, MD

Served as a research assistant and webmaster for an NSF- funded usability research project.



Objective

To work with an interdisciplinary team of designers and developers to produce delightfully functional and human-centered software experiences.

Education

University of Maryland (UMBC), 2013

B.A. Interaction Design

Languages Spoken

English, Fluent

Spanish, Near-Native Fluency

Notable Clients

Goldman Sachs
The Massachusetts Port Authority
Harvard University
Lincoln Center Theater
The Mellon Foundations
Yale University
EDC
The Concord Consortium
Institute of Play

Contact Info

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