

Eduardo Lopez

Product Designer

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About

I design, prototype, and build. From Figma to shipped iOS apps. I created gamification systems grounded in how real people behave, built a 3D interactive portfolio from scratch, and use AI tools to go from idea to working product in hours. Six years in IT gave me something most designers don't have: thousands of hours watching real people use real products.

Skills

Design Figma · Design Systems · Prototyping · User Research · Interaction Design · Visual & Motion Design

Technical SwiftUI · HTML/CSS · Three.js · Rive · Spline · Git

AI Claude Code · Cursor · Figma Make — rapid prototyping and development with AI

Other Behavioral Design · Gamification · Xcode · VS Code · Bilingual (English/Spanish)

Experience

UX Designer, Internal Tools Astreya (Onsite at Google) May 2024 – Present

- Conduct 10+ user interviews and surveys to uncover workflow bottlenecks in internal tools
- Translate research into user flows, journey maps, and design recommendations that informed redesigns
- Deliver high-fidelity Figma prototypes through iterative design cycles
- Create and maintain design documentation (process maps, affinity diagrams, SWOT analyses)

Selected Projects

AI Coach AI-Powered iOS Fitness App 2025 – Present

My wife and I needed a workout app that didn't feel like it was designed for people who already know what they're doing. Nothing existed, so I started building one — a gamified fitness coach where every rep earns something and the system never punishes you for being human.

- Credit economy with streak shields, adaptive difficulty, and sympathy rewards
 - 5-tab architecture with AI chat that dynamically adjusts plans based on feedback
 - Behavioral design: loss aversion, variable rewards, emotional engagement through avatar companions
- Built with SwiftUI · Core ML · SwiftData · Rive

Wake Up! iOS Alarm App 2025 – Present

An alarm app that makes waking up feel like a game instead of a chore. Eight mini games replace the snooze button, and a zombie alarm chain creates real consequences for staying in bed.

- 4 Live Activity states including interactive alarms, morning dashboard, and exhausted state for missed alarms
 - Rive state machine animations with synced haptics for tactile feedback
- Built with SwiftUI · ActivityKit · AlarmKit · Rive · WeatherKit

3D Interactive Portfolio Web 2026 – Present

Most design portfolios look the same. I wanted mine to show who I am before a recruiter ever picks up the phone — so I built a 3D interactive experience rooted in the retro-futurism and sci-fi that shaped me growing up.

- Strict design system enforced across every surface to prove commitment to a vision
- Built with Three.js · JavaScript · HTML/CSS · GLSL · Spline

Education

Green River College Associate of Science, Computer Science 2019

Certificates Google UX Design · Microsoft UX Design · Meta UX Design · The Designership UX Research