

IZZY LOURDES

Product Designer

Blue sky thinking Product Designer (UI/UX), committed to creating inclusive designs for every experience.

Skills

UI & UX Design
Accessibility
Design systems & tokens
Ideation & iteration
Wireframing & prototyping
User research & interviews
Usability testing
Qualitative analysis
Agile methodologies

Tools

Figma, Sketch,
Invision, Marvel,
Creative Cloud, Miro,
Jira, Confluence, Git

Awards

- BrainStation x EY 3D Hackathon
Winner: BookHero
- Aether Magazine Issue No. 5 -
Cover Artist
- Nylon Japan, April 2015 Issue -
Featured Artwork

Contact

Portfolio: izzylourdes.com

Email: hello@izzylourdes.com

Education

UX Design Diploma
BrainStation (2020)

Photography Studies
Toronto Metropolitan University
(2013-2014)

Experience

Game Designer (UI/UX) | Gameloft
Feb. 2023 - Feb. 2024

Crafted innovative cross-platform game designs for Dragon Mania Legends and Disney Magic Kingdom.

Conducted competitor analysis and user testing research to inform design decisions.

Led feature designs from sketches to final mockups, holding kickoff presentations to ensure team and stakeholder alignment.

Intermediate UI/UX Designer | FreshPlanet
Nov. 2020 - Feb. 2023

Designed intuitive mobile UI/UX designs, creating design systems and tokens for SongPop 3 and SongPop Party.

Led design migrations from Adobe XD to Figma.

Responsible for seamless design-to-dev handoff, and testing developed builds to verify design accuracy.