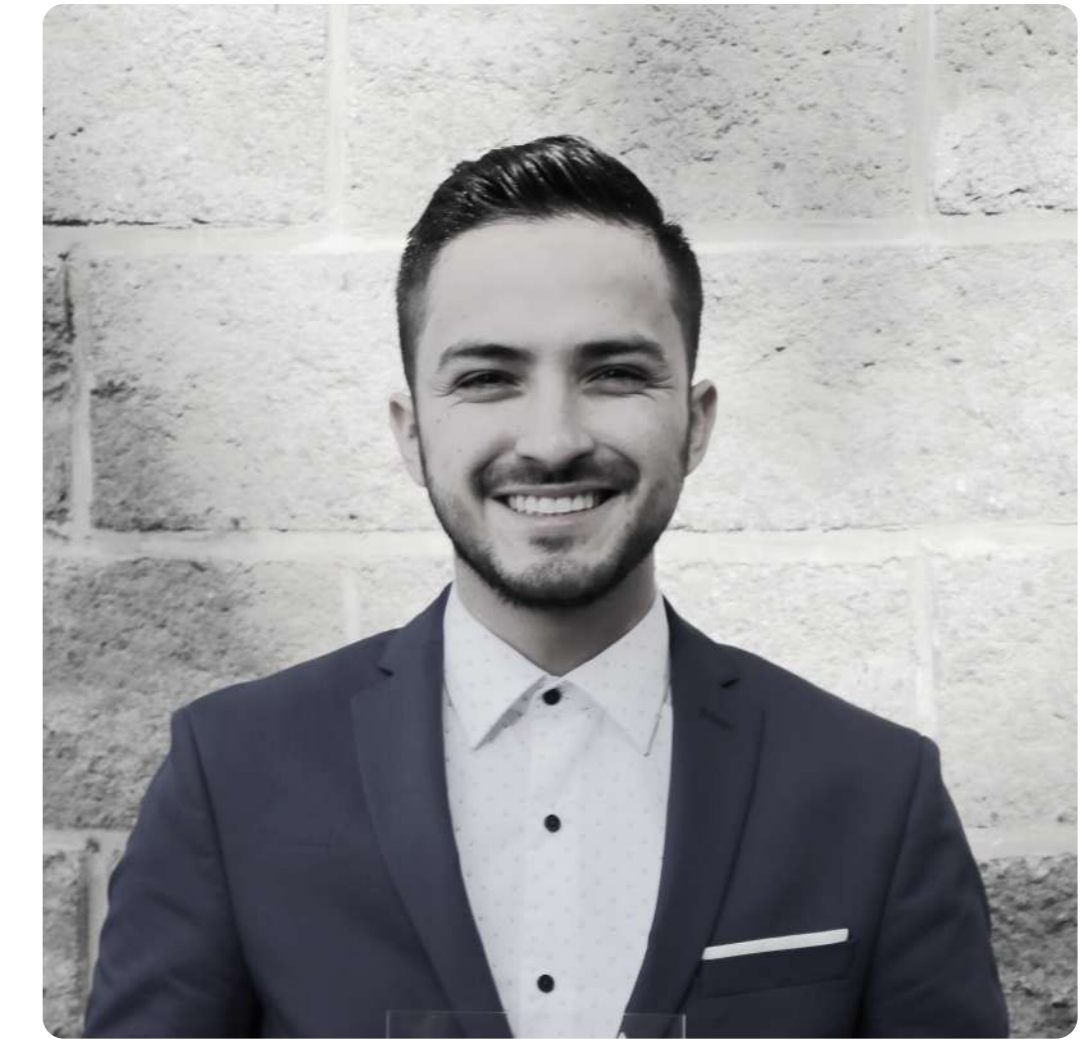


Álvaro Göede

Digital Product Designer | Software Engineer | Figma Advocate

For 6 years, I have worked in interface experiences, design systems, user research, and product strategy for big tech companies and start-ups. I have specialized in web technologies such as React, CSS in JS, and NextJS with TypeScript to write better JavaScript in the last three years. Also, I have had the opportunity to build backend environments with Node JS, GraphQL, and MongoDB.



[Portfolio](#) [Email](#)

[goede.cl](#) [alvaro@goede.cl](#)

Experience

Uber

Product Designer — NV Consumer Growth August, 2022 - Present

As a Product Designer at Uber's New Verticals, I'm shaping user-centric experiences beyond restaurant food, like groceries and pharmacy. I'm growth hacking the Uber Eats app, innovating top-of-funnel strategies, and building a high-converting digital grocery storefront. Collaboratively, I'm influencing product roadmaps and driving user retention and re-engagement efforts.

Cornershop by Uber

Product Designer — Merchant Tech July, 2022 - Present

I worked actively with PO, PM, and peers to develop the views and flows of all Content Experience projects, taking care of consistency with other Cornershop products.

UI/UX Designer — Merchant Tech February, 2021 - July, 2022

- I worked side-by-side with the team to prioritize the design implementation and take care of the user experience.
- I've written dozens of articles for self-service stores, explaining new features most easily.
- I designed the feature that allows self-service stores to create product variants in bulk by spreadsheet. This change included improvements in the current flows in the Store Center to be able to see product variants and manage errors that may occur during the uploading of the spreadsheet.

Jumpitt

Apr, 2017 - Feb, 2021

Product Designer & Frontend Engineer

At Jumpittlabs, I spearheaded the system design and established interface guidelines for industrial insurance platforms, collaborating closely with the technical team to shape information architecture, user flows, and high-definition prototypes. Beyond mockup creation, I actively contributed to component development using React + CSS. Additionally, I played a pivotal role in developing the Jumpittlabs website using NextJS and KeystoneJS, leveraging GraphQL for backend integration and employing the Intersection Observer API for optimized performance. I also led the development of Hospital Clínico de Viña del Mar's medical appointment system using vanilla JS, Bulma, Webpack, Pug, and SCSS, and provided comprehensive guidance to the design team from UI Kit development to feature additions.

ILÓGICA

January - March, 2017

UI Designer Internship

I designed the Brain Chile project. Requirements gathering, conceptualization, information architecture, wireframes, and mockups.

Some Github projects

[getmeurl](#)

<https://github.com/alvaaz/getmeurl>

Share your screenshots and your favs images.

React

[ucad](#)

<https://github.com/alvaaz/unionchurch>

Website of the first protestant chapel built in Chile.

NextJS + KeystoneJS

[google-meet-clone](#)

<https://github.com/alvaaz/google-meet-clone>

This is a clone of Google Meet using Remix, Prisma and Twilio

Remix + Prisma + Twilio

Courses

[Curso Desarrollo Web para Diseñadores](#)

<https://platzi.com/cursos/desarrollo-web-disenadores/>

Platzi

Volunteering

[Figma Comunity Advocate](#)

[ADPList](#)