Marc Perez

UX + UI + UXR

Digital Thinker, UX Strategist, and **Experience Fixer**. Spent the past decade turning clunky interfaces into frictionless journeys across enterprise platforms, digital commerce, and B2B/B2C experiences. Helped 57M+ Xbox gamers, optimizing enterprise eCommerce, and built scalable UX strategies for industry giants. Now focused on shaping the next wave of AI-driven design and intelligent user experiences.

CONTACT DETAILS

- 425-395-4404
- Seattle, Washington
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- in linkedin.com/in/mkperez

FEATURED WORK

HAL Check-In (-30% task time) · AT&T (1.6M+ users) · FedEx · Xbox · Ingram Micro Portfolio: www.mkperez.com

UX DESIGN

Wireframing, Prototyping, Journey maps, Information architecture, User research, Responsive design, Design system, Personas

AI & RESEARCH METHODS

Data synthesis, Enhanced user research, Al-assisted ideation, Accessibility validation, Ethical AI use, Prompt engineering, Discovery, Requirements gathering, Interviews, Surveys, Card sorting, Competitive audits, Concept testing, Heuristic evaluations

TOOLS & SOFTWARE

Figma, Sketch, Axure, Miro, Jira, FullStory, Optimal Workshop, Qualtrics

EXPERIENCE

Holland America (Contract via Mixtec Design) - Senior Experience Designer

Seattle, WA (Remote) | Feb 2024 - Oct 2024

- Revamped online check-in experience, cutting processing time by 30% and reducing friction — with call centers reporting minimal support issues post-launch.
- Built a scalable design system in close collaboration with engineering, delivering 60-100+ responsive components used across HAL and its sister brand.
- Developed inclusive, WCAG 2.1 AA-compliant interfaces across the booking flow to improve accessibility and guest usability.

Ingram Micro (Contract via Mixtec Design) - Lead Product Designer

Seattle, WA (Remote) | Feb 2022 - Dec 2023

- Spearheaded UX research for partner onboarding, interviewing 15+ internal experts and uncovering friction points that shaped a user-centered redesign.
- Led homepage research through 6 user interviews, uncovering UX issues that informed a simplified, more intuitive redesign.
- Optimized quote experience, cutting navigation time by 30% in usability testing.
- Refined eCommerce search UX to improve product discovery and reduce abandonment, contributing to a ~15-20% improvement in product findability.
- Led UX strategy across 9 product areas, managing 3 external agencies and directing **40+ team members** to ensure consistent design across platforms.

Revel Consulting (Contract via Mixtec Design) - Senior Experience Designer

Seattle, WA | Apr 2017 - Jun 2021

- Revamped FedEx's promo code creation process to identify bottlenecks and streamline SMB account setup, reducing steps from 40+ to under 10.
- Replaced Xbox's manual publishing process with a digital portal used by supporting 24 publishers, 54 retailers, and 57M global subscribers.
- Improved HP's employee support portal, boosting navigation efficiency by 50% through card sorting and tree testing.
- Researched Office 365 trial, identifying setup complexity (82%), time constraints (76%), and support issues (94%), to drive simplified onboarding.
- Unified Funko's fragmented web experience into a single B2C platform, driving \$30M+ in direct-to-consumer sales the following year.

SMITH.co - User Experience Architect

Seattle, WA | Nov 2013 - Jun 2017

- Overhauled AT&T's sales tool interface, expanding adoption to 1.6M+ monthly users.
- Redesigned Honeywell EMEA navigation to improve usability and reduce search friction, decreasing average time-to-task in self-service flows by ~20%.
- Created Leads North America's first online editing tool for print materials, contributing to a 15% YoY increase in digital sales in 2014.

DUCATION

Master of Science

Human-Centered Design & Engineering University of Washington - Seattle, WA

Master of Science

e-Commerce

Luleå University of Technology - Sweden

Bachelor of Science

Management Information Systems

California State University Long Beach - CA

△ CERTIFICATIONS

Al x Design Thinking - IDEO (Feb 2025) Mastering Design Thinking - MIT (Feb 2025)

Human-Centered Strategy - IDEO (Apr 2024)

Designing and Building AI Products and Services - MIT (Feb 2024)

Generative AI for Creative Professionals - LinkedIn (Jan 2024)

Building Al Literacy - LinkedIn (Jan 2024)