



Sonia Gayosso

UXD Manager Mentor

in soniagayossosanchez

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ABOUT

I enjoy
learning
every day!

I'm driven by the intent of producing content that's both culturally unbiased and universally relatable. My objective is to serve as a catalyst for constructive meaningful change.

SKILLS

- User-Centered Design
- UX Strategy
- Project Management
- Roadmaps
- Team Leadership
- Cross-Functional Collaboration
- Stakeholder Management
- Design Thinking
- User Research
- Process Improvement
- Product Design
- Emerging Technologies
- Wearables
- Design Systems
- Prototyping
- Localization
- Mentorship and Development
- Design Ops
- SAFe Agile

SOFTWARE

Jira Confluence **Figma**
Miro Sketch Abstract
Overflow **Adobe Suite** CMS

My professional journey has been a dynamic evolution. With a robust background spanning over 10 years in visual design and front-end expertise, I embarked on a transformative shift to the realm of UX in 2012. This transition led me through diverse terrains, encompassing corporate environments, fast-growing startups, government initiatives, and the non-profit sector.

Today I am a dynamic and results-oriented UX Design Manager with a track record of 5 years in leading diverse teams and driving design excellence. Skilled in fostering user-centered experiences, collaborating with cross-functional teams and professionals at various levels, and delivering innovative solutions for existing and emerging technologies. A strategic thinker with a passion for building and nurturing design cultures. Proven expertise in managing multiple initiatives, mentoring designers, and crafting compelling design visions.

EDUCATION

Master in Creativity for Design

Instituto Nacional de Bellas Artes
2006 - 2008

Bachelor of Graphic Communication

Universidad Nacional Autónoma de México
1997-2000

NNg Master Certification

ID [1034823](#)
2023

IDEO Foundations in Creative Leadership | Collaborative Leadership Certificate

2023

IDEO Communicating for Impact Certificate

2023

SAFe® 5 Agilist

2021

UX Design Manager

Insulet

Dec 2020 - Present

- Led a team of Product Designers in consistently delivering high-quality products aligned with Insulet's priorities and roadmap, including the market expansion to 4 regions in 10 languages.
- Collaborated with multiple teams for holistic strategies, ensuring exceptional product delivery across app platforms (Android and iOS), versions and integrations.
- Co-led the migration of the Design System from Sketch to Figma, assuring consistency, quality, and accessibility standards including dark mode and voice-over.
- Executed design strategy, promoting remote and in-person activities.
- Mentored and drove a career development initiative, fostering professional growth at scale.

UX Design Manager

TalentGuard

Mar 2018 - Nov 2020

- Co-directed end-to-end design strategies, considering HR industry trends.
- Co-created and supervised a new Design System, ensuring quality.
- Partnered with teams for requirements and implemented Service and Design-sprint practices.
- Defined and conducted user research, using varied methods.
- Collaborated with clients and internal teams, regaining strategic accounts through UX engagement.
- Addressed legacy content issues, focused on UX and information architecture best practices.

UX/UI Designer

Mobiik - Microsoft

Jul 2017 - Feb 2018

- Participated in customer discovery sessions and facilitated workshops to elicit business goals and user needs in a tax return software enhancement initiative for the Mexican Secretariat of Finance.
- Defined and refined prototypes, user requirements, and design recommendations.
- Created conceptual models, journey maps, personas, and scenarios of use to guide design decisions.
- Collaborated with Business, Product, and Engineering teams to ensure accurate translation of design.

Freelance Designer

Freelance consultant

Jan 2016 - Jun 2017

- Managed diverse projects, primarily browser-based apps and content management tool integrations.
- Translated complex ideas into engaging digital experience prototypes, integrating user feedback and industry trends iteratively.
- Created scalable UX frameworks and design systems.
- Collaborated with social enterprises and non-profits, balancing resources and requirements.

Design Coordinator Marcom LATAM

Merck Sharp & Dohme MSD

Mar 2013 - Oct 2015

- Contributed to regional strategies and engaged in LATAM digital transformation, enhancing processes through user journey mapping, touchpoint identification, and documentation.
- Collaborated with Cloud and Analytics teams to enhance experience metrics.
- Conducted training for marcom coordinators, enabling informed interface design choices.
- Led workshops and mentored visual designers to execute iPad-based content solutions.
- Crafted compelling visual concepts aligned with branding guides, tailored to diverse franchises like diabetes, oncology, and women's health.

UX-UI Designer

IBM

Jan 2012 - Dec 2012

- Utilized human-centered design to enhance a Telecom company's consumer experience,
- Synthesized ideas, and identified user needs and business opportunities, utilizing IBM frameworks.
- Produced and documented the project UI design patterns, using the established branding guidelines.
- Conducted user research via HTML/CSS/JavaScript prototypes for iterative refinements.

SIDELINE

Mentor

Advocate

2021 - Present

- Dedicated my time to formal mentoring initiatives for Women Who Code and Laboratoria, offering guidance and support to women from diverse backgrounds in Latin-America.
- Workshop facilitator, speaker and 1on1 coach on topics such as setting clear career goals, resume and portfolio feedback, enhancing UX skills, and navigating the industry landscape.