MARIA F. TREVINO

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UX Designer and Program Manager with over 10 years of experience in the ideation, design and development of digital experiences. Versatile cross-functional leadership expertise. Passionate about solving difficult tech problems through UX design. Certified in Design Thinking, Storytelling, and Scrum.

EXPERIENCE

2023- CURRENT

TAPPORTUNITIES, FOUNDER

Wearing many hats, from visual design and branding to product sourcing, customer and user experience, digital marketing, and everything in between.

2011-2021

ORACLE, PRINCIPAL USER EXPERIENCE DESIGNER

As a **leader in user experience** at Oracle I guided a group of interaction and visual designers, PM´s and Developers as we developed web, mobile, and desktop applications for our cloud and as I actively contributed to Oracle's **design system**.
I have envisioned, designed, reimagined and **shipped** the following products: Oracle Social Network, Oracle Documents, Oracle Sites, Oracle Content, and Oracle Content and Experience. I was also an ambassador, mentor and champion for **Oracle for Startups** and a **technical writer.**

2004-2007

MICROSOFT, PROGRAM MANAGER IN USER EXPERIENCE

As a **program manager** in user experience for the Office team, I was part of the team that **redesigned** the Microsoft Office user interface to introduce the "ribbon" and "backstage view" into all Office apps. I have a **patent** from the work and research done during this time. I **gathered user requirements**, designed new features, created demos, **wrote technical and design specifications**, tested designs in the usability lab and **lead team meetings** to review plans and ensure feature status was in shape and dependencies across teams were informed and unblocked.

2003-2004

DISNEY, CAST MEMBER AND AMBASSADOR

Networked with **leaders,** took part in personal and career development classes, developed **awareness**, and built transferable skills to lead in the creation of **experiential magical experiences** all while working full-time at Epcot**.** I then became a campus ambassador for the company.

EDUCATION

STORYTELLING FOR INFLUENCE (2024)
IDEOU

DESIGN THINKING CERTIFICATION (2021)
Massachusetts Institute of Technology

SCRUM MASTER CERTIFICATION (2019)
Scrum Alliance

B.S., COMPUTER SCIENCE AND ENGINEERING WITH SPECIALIZATION IN USER EXPERIENCE
Monterrey Institute of Technology and Higher Education

CORE COMPUTER SCIENCE
North Carolina Agricultural and Technical State University

CORE LEADERSHIP AND ORGANIZATIONAL MANAGEMENT
Disney Institute and University of North Carolina at Greensboro

A.A., CLASSICAL MUSIC
Autonomous University of Nuevo Leon

SKILLS

- Strong knowledge of software development and user-centric methodologies: Agile, Scrum, Design Thinking
- Excellent communication skills, both verbal and written
- Design, product and cross-functional leadership
- Strategy and Vision
- Data-driven decision-making
- Product Management
- User Experience Design
- User Research
- Design Systems
- Technical Writing
- Content Creation
- Digital Marketing
- E-commerce
- Jira, Confluence, Balsamiq, Photoshop, Figma

PATENTS

Marina Dukhon, Jonathan Ian Gordner, Jesse Clay Satterfield, Navjot Singh, Maria Fernandez Trevino, Amy E. Alberts, Paula Guntaur "Communication between a document editor In-Space user interface and a document editor Out-Space user interface" US Patent Serial No: 12/163,758 Filed: June 27, 2008. U.S. Patent. No. 8,484,578