

FRANZ A. ALVARADO

SENIOR PRODUCT DESIGNER

franz.a.alvarado@gmail.com 
+1(954) 210-0841 
Linkedin.com/in/franzalvarado 
franzalvarado.com 

SUMMARY

Senior Product Designer with 10+ years leading consumer and enterprise products across healthcare, telecommunications, and AI. Shipped 16+ products reaching 196M+ users. Specializes in scalable design systems, accessibility, and high-impact product strategy.

EXPERIENCE

● Cencora

Senior Product Designer | Oct 2025 - Oct 2026 | Remote

- Led end-to-end design of enterprise healthcare products, simplifying complex shipping, logistics, and AI-assisted workflows into intuitive experiences across web and mobile.
- Designed enterprise workflows supporting Cencora's pharmaceutical supply chain, which ships 4M+ products daily.
- Drove research and strategy for complex enterprise products, partnering with Product and Engineering to turn user, competitive, and business insights into scalable solutions.
- Shaped AI-assisted support experiences, translating emerging AI capabilities into practical workflows across Cencora's healthcare ecosystem.

● CVS Health

Senior UX Designer | Apr 2024 - June 2025 | Remote

- Designed frameworks and reusable patterns that unified product experiences, reducing usability issues by 30% and scaling consistently across teams.
- Enhanced mobile-first health and safety-critical user flows for 5.6M+ members across iOS, Android, and web, ensuring WCAG/A11y compliance.

● T-Mobile

Principal Product Designer | Feb 2021 - Mar 2024 | Bellevue, WA

- Led end-to-end design for SyncUP Tracker & PETS, creating map-based and geolocation experiences that helped 400K+ members track people, pets, and IoT devices.
- Built and maintained scalable design systems and Figma component libraries, expanding interaction patterns for location, tracking, and event-driven UX.
- Partnered with Product and Engineering to prototype new map interactions, contextual safety layers, and cross-device awareness features for a seamless experience.
- Translated user research into high-fidelity prototypes, driving A/B testing and usability sessions that directly informed feature rollouts.

○ User Experience Designer | Nov 2019 - Feb 2021 | Bellevue, WA

- Elevated UX standards across T-Mobile apps through thoughtful user flows, custom iconography, motion design, and scalable design systems.

● Digitalchemy

UI / UX Designer | Aug 2017 - Nov 2019 | Redmond, WA

- Conceptualized & designed immersive UI/UX for a leading portfolio of Android and iOS apps, scaling across 40 languages and diverse device form factors.
- Led the visual design of themes for one of the company's leading apps, resulting in top ratings and increased downloads to over 8 million users.

SKILLS

Native iOS & Android Design
Human Interface Guidelines (HIG)
Material Design
Design Systems & Component Libraries
UI Design & Microinteractions
Accessibility (WCAG / A11y)
User Flows & Information Architecture
UX Research & Usability Testing
Rapid Prototyping & High-Fidelity UI
Storytelling & Strategic UX Thinking
Animation (Lottie / After Effects)

SOFTWARE

Figma	Photoshop
FigJam	Illustrator
Sketch	After Effects
Zeplin	Miro

LANGUAGES

English — Fluent
Spanish — Fluent
Japanese — Beginner

EDUCATION

Bachelors of Science
Media Arts & Animation
Art Institute of Fort Lauderdale

FREELANCE UX DESIGN

Feb 2022 – Apr 2024 | Global – Remote
Designed onboarding and mobile UX for global startups across Asia and the US, drove UX strategy through audits and usability testing, and collaborated with AI and tech teams on rapid MVP development.