

# Erick Rico

## Product Designer

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### Experience

**Kong** June 2018 - Present  
Product designer

- Collaborated with cross-functional teams and contributed to multiple products, starting with Kong Manager, the on-premises solution.
- Played a key role in launching Konnect, the SaaS platform, as one of the first designers at the company, helping establish and scale design practices.
- Shifted focus to Insomnia, enhancing user experiences and implementing platform-level features to improve developer workflows.
- Currently supporting both the Platform Team and the Office of the CTO (OOCTO), working on high-priority, fast-paced product concepts and experimental initiatives.
- Contributed to the company's growth by fostering collaboration across teams, ensuring consistency in design, and delivering impactful solutions.

**Pay by group** February 2017 - June 2018  
Product designer

- Designed checkout flows and seamlessly integrated them with sales workflows for Pay By Group, a small startup specializing in consolidating group purchases to increase merchant sales.
- Took ownership of marketing support materials and created customer mockups, adapting to the needs of a 10-person startup team as the sole designer.
- Focused on both desktop and mobile experiences, delivering optimized, responsive, and user-friendly interfaces for group payment solutions.
- Built the admin dashboard for sellers from the ground up, providing merchants with tools to efficiently manage group sales and track payments.

**Empathia (Product agency)** July 2015 - February 2017  
Product designer

- Worked as a junior product designer at a product design agency focused on non-profits, gaining mentorship and guidance from senior designers.
- Contributed to impactful projects, including Open Collective in its early stages, helping shape its design foundation.
- Supported Majal.org on their Crowdfunder initiative, focusing on user-centered design solutions.
- Designed dedicated project pages for the agency's website, enhancing the presentation of key client work and improving user engagement.

**VoxFeed** December 2014 - July 2015  
Product designer

- Collaborated with senior designers to build the early-stage platform for connecting influencers and brands, creating a marketplace for managing campaigns.
- Gained foundational UX skills by designing core features of the platform, including workflows for campaign creation, influencer onboarding, and performance tracking.
- Branding identity

### Education

**Instituto Tecnológico y de Estudios Superiores de Occidente (ITESO)**

Bachelor's Degree in Design  
Guadalajara, Jalisco, Mexico  
2013

### Skills

- **User Experience (UX) Design**
- **User Interface (UI) Design**
- **Cross-Functional Collaboration**
- **Prototyping and Wireframing**
- **User research**