

Hello. I'm Zachary Lalich.

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Education

2022 | BOOTCAMP
DESIGN SYSTEM

Memorisely

2019 | B.S.
INTERACTION DESIGN

Santa Monica College

2015 | A.A.
COMMUNICATIONS

Santa Monica College

Projects

2019
BIRD

Bird x SMC

2018
HULU ACCESSIBILITY

Hulu x SMC

Skills

- UI Design
- Design Systems
- Wireframing
- Prototyping
- Visual Design
- Motion Design
- User Research
- Usability Testing

Tools

- Adobe Creative Suite
- Figma
- Sketch
- InVision
- Framer
- Principle
- Zeplin
- Miro

Experience

FEBRUARY (2023) - PRESENT
PRODUCT DESIGNER

TCS Interactive | NEW YORK, NY

- Led the end-end sports experience initiative across Fios app, web and tv.
- Managed new elements and enhancements to the design system.

JANUARY - AUGUST (2022)
PRODUCT DESIGNER

UNDERDOG FANTASY | NEW YORK, NY

- Developed the core product with new and existing features for Underdog Fantasy.
- Led the creation of a scalable design system across both their core and sportsbook products.

NOVEMBER - DECEMBER (2021)
UX/UI DESIGNER (FREELANCE)

AGENCY 39A | REMOTE

- Conducted user research and designed responsive web pages.
- Created branded social media images & guidelines.

JUNE (2020) - OCTOBER (2021)
ASSOCIATE UI DESIGNER (CONTRACT)

AT&T | CULVER CITY, CA

- Developed a dashboard to track the lifecycle roadmap for systems and applications in a scaled video production environment.

JUNE - AUGUST (2018)
DIGITAL INITIATIVES INTERN

MLB | NEW YORK, NY

- Built out custom web pages for league/club micro-sites via MLB's proprietary content management system.

JUNE - SEPTEMBER (2017)
PRODUCT DESIGN INTERN

NFL | CULVER CITY, CA

- Conducted user research and designed UI for the Fantasy Football app (3.5 million users).
- Collaborated with designers and developers to translate the information architecture of the existing tablet app to better reflect mobile designs.
- Sketched low-fidelity wireframes and made clickable prototypes.

MARCH - MAY (2017)
PRODUCT DESIGN INTERN
FOX SPORTS | PLAYA VISTA, CA

- Conducted user research and designed UI for the Fox Sports app.
- Sketched low-fidelity wireframes and made clickable prototypes.
- Designed user flows for a survey on the Fox Sports Go app for Xbox.