

Josué Avalos Jiménez

Raleigh, NC · open to relocation
josueavalos.net · josueavalosdesign@gmail.com · linkedin.com/in/josueavalosjim

SUMMARY

Product designer who ships. At Pendo I designed motion and identity systems for AI agents and implemented them myself in production Vue; at Nintendo my brand work is live on Nintendo.com. I work design-to-code with agentic AI tooling and bring brand craft to product problems.

Start here: josueavalos.net/work/pendo-leo · josueavalos.net/work/pendo-orb

EXPERIENCE

Product Design Intern · Pendo (B2B SaaS product analytics) Jun–Aug 2026 · Raleigh, NC

- Designed the reasoning-state motion system for Leo, Pendo's AI agent, mapping 117 tool calls into three legible phases, then implemented it myself in production Vue, with tests and strings prepared for 7 locales.
- Built a generative identity system for Pendo's AI agents: a deterministic engine producing 67,949 distinct on-brand orbs with status-through-motion states, merged into the product and handed to the brand team.
- Analyzed 9,000+ dashboard sessions and ran user tests to show catalog discoverability was not the real problem; the re-ranked plan became a roadmap epic scoped with PM and engineering.
- Designed a governed motion system with hard-blocking rules and tiered loaders, and ported its marks into Pendo's Nova design system as pure-CSS components, now the default spinner.

Digital Design Intern · Nintendo of America Jun–Aug 2025 · Redmond, WA

- Designed product detail pages for the five Nintendo Classic Controllers, all live on Nintendo.com, working within Nintendo's brand system across a legacy product line.
- Audited Find Retailers, a store locator logging 70,000+ CTA clicks March to June 2025, across four regional sites, and redesigned it to current design-system and accessibility standards.
- Shipped WCAG improvements used site-wide, keyboard focus states and a motion-pause control, working directly with engineers and the design systems team.

EARLIER EXPERIENCE

Graphic Design Intern · Pittsburgh Penguins Sep–Dec 2024

Creative Media Intern · NC State Football Jun 2023–Apr 2025

Graphic Design Intern · Workiva Jan–May 2024

SKILLS

design	Product and interaction design (UX/UI) · Design systems · Motion design · Brand identity · Typography · User research and testing · Accessibility (WCAG) · Cross-functional collaboration
build	Design-to-code with agentic AI (Claude Code, Cursor) · HTML/CSS · Vue · React · Prototyping in Figma and code
tools	Figma · Illustrator · Photoshop · After Effects · InDesign · Playwright

EDUCATION

North Carolina State University · Bachelor of Graphic & Experience Design (BGXD) 2026

Caldwell Fellow, NC State's selective leadership development program · GPA 3.9

English, Spanish (fluent) · French (intermediate)