

## **Profile**

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**Interaction Designer** I enjoy doing research that allowed me to make informed design decisions in order to expedite development process. I have experience developing projects with a strong commitment to user needs and a deep understanding of the business goals.

**Professional goal** Acquiring the skills and experience to become a Human Factors Specialist.

## **Key skills**

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<b>Languages</b>	<i>Spanish</i> Native speaker, fluent <i>English</i> and intermediate <i>French</i>
<b>Software Proficiency</b>	Fireworks, Omnigraffle, Illustrator, Photoshop and InDesign Font Managers, Transmit, Coda & Video conference tools
<b>Coding Skills</b>	XHTML and basic CSS & basic Arduino Specifications knowledge of Ruby on Rails & PHP
<b>Process Methodology</b>	Qualitative Research, Personas & Scenarios, Concept Development, Wireframing, Prototyping, User Testing, Iterative & Agile Development
<b>Interests</b>	Typography, Consumerism, Taxonomies, Personalized Content, Data Visualizations, Research Methodologies, Recommendation Systems & Infography

## **Career**

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<b>Oct 2008 - Present</b>	<b>Interaction Designer</b> , Quiet Riots <i>Currently extending research to work on personas, user journeys &amp; information architecture in order to start a design process with wireframing &amp; rapid prototyping for our current development stage.</i>
<b>2007 - 2008</b>	<b>Designer for Business Development</b> , Last.fm, <i>Worked with the business development team creating and implementing concepts with our partners taking care of enhancing the user experience &amp; keeping a clear sense of the product integrity while meeting the business goals.</i>
<b>2005 - Present</b>	<b>Designer &amp; Art Director</b> , Maya sin Fronteras Magazine <i>In charge of graphic design, layout and in-budget production of a monthly issue as well as taking care of development &amp; design of a recently launched digital version.</i>
<b>2003-2004</b>	<b>Design Intern</b> , Neo2 Magazine <i>Assisted the art director on illustration, font design &amp; graphic production.</i>

## **Education**

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<b>2006- 2007</b>	<b>MA Interactive Media</b> , London College of Communication, UK <i>A course focused on the fundamental principles of interactivity; effective research, usability and the practicalities of creating while working in teams. It surveys new product development processes, covering design and prototyping methodologies.</i>
<b>2001-2006</b>	<b>BA Information Design</b> , Universidad de las Americas Puebla, Mexico
<b>2003-2004</b>	<b>Information Sciences</b> , Universidad Complutense de Madrid, Spain

## **Professional development**

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<b>May 2009</b>	<b>UX Intensive Berlin, Adaptive Path</b> , Information Architecture and Interaction
<b>Nov 2007</b>	<b>Visualizar, Medialab-Prado</b> , Spoke about Information tools for Ethical Consumers
<b>Autumn 2006</b>	<b>Printing Specifications</b> , London College of Communication

**References available on request**