

Work Experience

Junior Researcher in HCI (PhD candidate): Sept. 2020 - Present, Finland, LUT University, Software Engineering Department

- Conducted user research on several LUT research projects.
- Headed up the UX and UI design of a data visualization tool.
- Conducted interviews with potential users.
- Ran user testing for data visualization tool.
- Collaborated with stakeholders to determine needs for data visualization tool.

HCI Research Assistant: Jan. 2019 - July 2019, Barcelona Spain University of Pompeu Fabra, SPECS Lab

- Conducted data analysis and visualization using Python.
- Developed UI & interaction design of EEG visualization tool.
- Evaluated EEG visualization tool via usability testing.

Graphic Designer: June 2017 - Aug. 2018, NYC USA Rural Education Foundation of Mexico

- Did graphic design, ranging from designing print material to logos.
- Made motion graphics informational videos.
- Re-designed the organization's website.

Game Developer: June 2016 - Aug. 2017, NYC, USA Turquesa Studios

- Designed and implemented the game's UI system.
- Conducted UX design via level design & game development.
- Coded user controls in C# using Unity.
- Made art assets in Photoshop and animated in Unity

Animation Intern: Oct. 2015 - Jan. 2016 Hasbro INC.

- Made digital art assets for the animation department.

Education

M.S. Cognitive Systems & Interactive Media University of Pompeu Fabra, 2018 - 2019, Barcelona Spain

B.S. Game Art & Animation University of Massachusetts, 2012 -2016, Boston, USA

Tools

Figma
Axure
Adobe XD
After Effects
Illustrator
Unity
Photoshop
Miro
Visual Studios Code

Skills

Design

User Flows
Sketching
Storyboarding
UI Design
Motion Graphics
Illustration

Prototyping

Wireframing
Journey Mapping
Rapid Prototyping
UX & Interaction Design

Research

User Research
User Personas
User Interviews
User Testing
Usability Testing
AB Testing
Data Analysis

Programming Languages

Javascript
Python
C#

Spoken Languages

English
Spanish