Juan Flores Mena

I focus on interaction design, ideation, and prototyping of mobile apps.

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Experience

Product Design Lead   Sep 2019 – Present
@ Globant (Seattle, WA)
Leading a 6-person remote (3 countries) Design team at Globant. Planning strategy aimed at new business development opportunities.

Senior UX & Interaction Designer   May 2017 – Aug 2019
@ Disney Parks, Experiences and Products, through Globant (Seattle, WA)
Led the exploration of new features for the Disney Parks mobile apps. Launched Digital Key, a feature that merged a physical and digital experience, available for all Guests at Disney Resorts.

UX & Interaction Designer   Apr 2015 – Apr 2017
@ Disney Parks & Resorts Digital, through Globant (Seattle, WA)
I built an internal prototyping framework aimed to serve Guest testing sessions. I designed an interaction design course and mentored designers get up to speed with fast-prototyping.

UX Designer   Jun 2013 – Apr 2015
@ Accenture (Monterrey, México)
Responsible for creating and evaluating user-centered design solutions for enterprise projects on Accenture's Microsoft account.

Skills

Design	Interaction	Code	Tools
Ideation	App flows	HTML	Adobe CC
Wireframing	Motion	CSS	Sketch
Sketching	Prototyping	JavaScript	Figma
Interface Design	Testing	CoffeeScript	Framer
Presentations			Principle
			ProtoPie

Design Talks

I've given these talks at the Seattle Framer Meetup and internally at Disney:

1. **On Framer's** *Utils.modulate()* **function**
2. **On SVGs Animations & Lottie**
3. **Prototyping a board game**
4. **How to plan a prototype**

Education

Certificate of Human-Computer Interaction for User Experience Design   2018
MIT Computer Science and Artificial Intelligence Laboratory (CSAIL)

Minor Degree, Interaction Design   2004-2005
Museo de Arte Contemporáneo de Monterrey

Bachelor Degree, Graphic Design   2001-2005
Universidad Autónoma de Nuevo León