### Gabriela Saldaña Aguilar



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IPN-ESCOM Systems Engineering



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"My interest as UX begins in wanting to contribute my knowledge of programming and agile development of web applications to the discipline of interface design. I'm willing to learn and apply the *Design Thinking* methodology in my day to day to solve user problems, working with developers, designers, product owners, project managers and many more roles."

#### Software Engineer-UI Designer

#### Wizeline

March 2019 -September 2019 I worked as a UX/UI for a short period, internally there was a need to redesign a section of the solar monitoring system that solar pannels' installers use as their main tool, I suggested making a research on how they were using the current app and making usability tests on-site to find possible bottle necks, we were capable of optimizing the new design with the outputs provided from the usability tests. For creating mocks I utilized Sketch software, *Invision* for socializing the design and *Zeplin* for making the technical details available to the development team.

# Software Engineer-UI Designer Wizeline

October 2018 -September 2019 I participated as a second designer on this project. I designed the payment section that integrates with an online payment platform. I worked closely with the client and the product owner using Google presentations for handling client's design requests and socializing the design within the team. The UI was designed based on the previous user research done by the UX lead of our team.

### Software Engineer-Project manager

### Wizeline

July 2018 -October 2018 I participated in the initial product ideation of an internal tool, this ideation was a reenginering of the current UI. We made some research regarding user needs and the current processes, an empathy map, some personas, a service blueprint of current processes, and a journey map, were the outputs of these research, after this ideation an user interface designer worked on the new changes and branding for the product.

## Software Engineer-UI designer Freelance

October 2017 -March 2018 I had many roles as a freelancer, from managing the project trough designing the application and development. It is a REST API platform where you can handle train reports for Rysh S.A. de C.V, my team and I enabled workshops with the stakeholder to find out the requirements needed for the application, finally this data was devided into deliverables, then a description for each deliverable was wrote down inside Trello (a workload board) as a story for the teamwork. For presenting new designs and socializing them I used *Google presentations*.

Technology Skills	BASIC	INTERMEDIATE	ADVANCED	Design Skills	BASIC	INTERMEDIATE	ADVANCED
Relational Data bases and Cloud services (AWS)				English Speaking/Writing	$\bigcirc$	$\bigcirc$	
Agile development SCRUM, Jira Board, Trello	$\bigcirc$	$\bigcirc$		Sketch, Web flow for mocking	$\bigcirc$	$\bigcirc$	
Web development with Javascript, HTML and CSS	$\bigcirc$	$\bigcirc$		Invision, Zeplin fro socializing mocks	$\bigcirc$		$\bigcirc$
Front End Frameworks knowledge: React	$\bigcirc$	$\bigcirc$		User Research		$\bigcirc$	$\bigcirc$
API development with Python	$\bigcirc$			Project Management, Business Process Model Notation		$\bigcirc$	$\bigcirc$
Version Control Managers: Git, Github, Bitbucket	$\bigcirc$	$\bigcirc$		Artifacts: Personas, Empaty Maps, Service BluePrint, Journey Maps, Usability Testing, A/B testing		$\bigcirc$	$\bigcirc$