



Juan Manuel Franco

UX Designer – Interactive Producer

Portfolio: juanmanuelfranco.github.io

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Bogotá, Colombia (Willing to relocate)

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Work Experience

WiM Games / UX Designer & Producer(Scrum)

AUGUST 2019 - JANUARY 2020, BOGOTÁ

I worked in 3 projects(Voracity, Startapp & Ecopetrol VR Solution)

Tasks(all products):

- In charge of Sprint planning, Daily Standups, Sprint reviews and Retrospective at the end
- Responsible for the production and team using Scrum
- Lead UX design: User Flows, Personas, Usability tests, etc
- Unity Developer producing technical Art and integrating UX, animations & sound

Achievements:

- Improved my Scrum Master abilities and managing teams
- Finished a high Quality PC Game Demo(Voracity)
- Enriched my experience approaching UX in VR products
- Learned about Mobile Games optimization & development

BattleBrew Productions / Game Production Intern

APRIL 2019 - JUNE 2019, SINGAPORE

Tasks:

- Performed Game market analysis of SEA (App Annie, Google)
- Designed and ran test plans for Battlesky TapTap (In stores)
- Assisted producer in daily tasks, meetings & team management
- Pitched and developed prototypes in Unity for future games

Achievements:

- Learned about game production and design from experienced professionals.
- Understood more about the roles needed in an interactive entertainment company.
- Developed abilities in Agile methodologies(Scrum)
- Learned how to design test plans and market analysis

CityDog & Proteq apps / Entrepreneur

AUGUST 2017 - AUGUST 2018, BOGOTÁ

Created two apps services which were meant to solve some of Bogotá's citizen problems(Dog care & parking).

Manchola Agencia / UX/UI Apprenticeship

APR 2016 - AUG 2016 & APR 2017 - DEC 2017, CALI

Education

Interactive Media Design Bachelor /

Universidad Jorge Tadeo Lozano

JANUARY 2015 - DECEMBER 2018, BOGOTÁ

C. Engineering Bachelor /

Universidad Javeriana

JANUARY 2011 - DECEMBER 2014, CALI

Awards

Crea Digital - Startapp Game/

MinTIC - Videogames Section

AUGUST 2019, COLOMBIA

Retolab - Ecopetrol VR Solution /

Apps.co - Tech solutions Section

NOVEMBER 2019, COLOMBIA

Skills

Languages:

English(C1) • French(A2) • Spanish(Native)

Production / Design:

- | | |
|-----------------|-------------------|
| • Asana, Trello | • Gamification |
| • Perforce, Git | • Usability tests |
| • JIRA | • Wireframes |
| • SCRUM | • User flows |

Technical:

- | | |
|-------------------|-------------------|
| • Unity 3D | • C# programming |
| • HTML / CSS / JS | • Unreal Engine |
| • Photoshop, Ai | • Adobe XD, Figma |