



# Juan Manuel Franco

## UX Designer

Portfolio: [juanmanuelfranco.github.io](https://juanmanuelfranco.github.io)

[juanmanuel.franco@gmail.com](mailto:juanmanuel.franco@gmail.com)

+57 313 6860161

Bogotá, Colombia (Willing to relocate)

[linkedin.com/in/juan-manuel-franco/](https://linkedin.com/in/juan-manuel-franco/)

## Work Experience

### WiM Games / UX Designer & Producer

JULY 2019 - PRESENT , BOGOTÁ

- Currently in charge of the UX & production of a VR solution for Ecopetrol (Biggest Colombian oil company).
- Led the production of the Demo of Voracity (PC game).
- Worked as Unity Developer doing Technical Art and UI, animation & sound integration for the mentioned products.

### BattleBrew Productions / Game production Intern

APRIL 2019 - JUNE 2019, SINGAPORE

decisions of the next game of the studio.

- Designed and ran test plans for [Battlesky TapTap](#) (game in stores) that assured a quality product.
- Assisted producer in daily tasks, increasing my skill in game production.
- Pitched and developed prototypes in Unity for future games that assisted the vision of the studio.

### CityDog & Proteq apps / Entrepreneur

AUGUST 2017 - AUGUST 2018 , BOGOTÁ

Invented two apps services which were meant to solve some of Bogotá's citizen problems (Dog care & parking). I led the project and was involved in branding, UI design, UX design, research, testing, and prototyping.

### Manchola Agencia / UX/UI Designer

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

- Assisted Lead UX designer in daily tasks, increasing my skill and knowledge of UX & UI processes like user-testing, wireframing & Agile methodology.
- As my first approach to UX professionally, I learned a lot about User Research, Personas Creation and the general process of creating interactive media.

## Education

### Interaction Design Bachelor / Tadeo University

JANUARY 2015 - DECEMBER 2018, BOGOTÁ

### Civil Engineer Bachelor / Javeriana University

JANUARY 2011 - DECEMBER 2014, CALI

## Skills & Software

### Languages:

English(B2) • French(A2) • Spanish(Native)

### Design:

- |                   |                   |
|-------------------|-------------------|
| • User interfaces | • Adobe XD, Figma |
| • Storyboards     | • Photoshop       |
| • Wireframes      | • Illustrator     |
| • User flows      | • Gamification    |

### Development & Prototyping:

- |                   |                  |
|-------------------|------------------|
| • Unreal Engine   | • Unity 3D       |
| • Invision        | • C# programming |
| • Arduino         | • 3D max         |
| • Python          | • Substance      |
| • HTML / CSS / JS | • Painter        |

### Research:

- |                           |                        |
|---------------------------|------------------------|
| • Data analysis           | • Persona              |
| • Usability tests         | • User surveys         |
| • Interviews face-to-face | • Heuristic evaluation |