Juan Manuel Franco
Interaction Designer

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My portfolio

behance.net/JMFinteractive

Work Experience

WiM Games / UX designer & Project manager
AUGUST 2019 - PRESENT , BOGOTÁ

Currently leading the production of a [PC game](#) and a Mobile game. Additionally, I work as a Technical Artist and User Experience Designer for the mentioned games.

BattleBrew Productions / Game Design Intern
APRIL 2019 - JUNE 2019, SINGAPORE

• Performed market analysis of SEA that supported 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 for future games that assisted the vision of the studio.

CityDog & Proteq apps / Entrepreneur
AUGUST 2017 - AUGUST 2018 , BOGOTÁ

Invented, designed and built the first steps of two app 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
APRIL 2017 - AUGUST 2017 , CALI

Assisted Lead UX designer in daily tasks, increasing my skill and knowledge of UX & UI processes.

Manchola Agencia / UX Researcher
APRIL 2016 - AUGUST 2016 , CALI

Managed to get precious info from the user in only a month after I joined the team.

Education

Interaction Design Bachelor /
Tadeo University
JANUARY 2015 - DECEMBER 2018, BOGOTÁ

Designed and developed several projects such as webpages, apps, augmented & virtual reality experiences, videogames and interactive ambients.

Civil Engineer Bachelor /
Javeriana University
JANUARY 2011 - DECEMBER 2014, CALI

Skills & Software

Languages:
English(B2) • French(A2) • Spanish(native)

Design:
• User interfaces
• Storyboards
• Wireframes
• User flows
• Adobe XD
• Photoshop
• Illustrator
• Gamification

Development & Prototyping:
• HTML / CSS / JS
• Unity 3D
• C# programming
• AR & VR
• Unreal Engine
• Invision
• Arduino
• 3D max
• Substance Designer

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