Juan Manuel Franco

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Cali, Colombia(Willing to relocate)
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Work Experience

Avantica / UX Designer Specialist
JANUARY 2021 - **PRESENT**, CALI

Currently working for CBE in England, redesigning the interface used to manage train systems of England.

• Managing clients, meetings, and business-as-usual
• UX research, personas, workshops, strategy
• Testing, wireframing, high-fi UI design, prototyping
• Estimations, budgets, schedules, production plans

Aleatorio Estudio / UX Design Lead
FEBRUARY 2020 - DICEMBER 2020, MEDELLÍN

In charge of design and overseeing the development of E-commerces, Web apps, Digital transformations, websites and interactive entertainment systems.

WiM Games / UX Designer & PM
AUGUST 2019 - JANUARY 2020, BOGOTÁ

I worked in 3 projects(2 mobile game & 1 VR Solution for Ecopetrol)

• I was in charge of Sprint planning, Daily Standups, Sprint reviews and Retrospective at the end
• Lead UX design: User Flows, Personas, Usability tests,etc
• Improved my Scrum master abilities and managing teams
• Enriched my experience approaching UX in VR products
• Learned about Mobile Games optimization & development

BattleBrew Productions / UX/Game design Intern
APRIL 2019 - JUNE 2019, SINGAPORE

• 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

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

Associate degree in Civil Engineering
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

Design:

• UX Design research
• Design strategy
• AI product design
• Web/Mobile design
• Digital product Design
• VR & AR design
• Prototyping
• Gamification

Software & Code:

• Adobe XD, Figma
• Javascript
• HTML / CSS
• Photoshop, Illustrator
• Unity
• C# programming

Languages:

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