

John Carlo Ramos

CONTACT

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TRAITS

Team player | Leadership | Professionalism |
Perseverance | Curiosity | Openness | Motivation |
Passion | Drive

MILESTONES

- UX Designer for an EU funded project.
- Tutor for BSc Creative Computing course.
- Class Representative from Year 1 to Year 4 for BSc Creative Computing.
- Team leader during The National Student Movement.
- Member of Institute of Designers in Ireland (IDI).
- Founder & Owner of *John Carlo M. Ramos Photography* freelancing business.

EDUCATION

2017 - 2021

Dublin, Ireland

BSc in Creative Computing

IADT

Institute of Art, Design & Technology,
Kill Avenue,
Dun Laoghaire,
Dublin 18

2010 - 2016

Dublin, Ireland

Secondary / Highschool

Cabinteely

Cabinteely Community School,
18 Johnstown Rd,
Kilbogget,
Dublin 18

LANGUAGES

English: Fluent (Main)

Tagalog: Fluent (Native)

French: Conversational (Self-learning)

INTERESTS

Motorsports: A big fan of Formula 1, MotoGP, WRC, Le Mans 24 Hours and anything to do with vehicles.

Fashion: "Fashion should be a form of escapism and not a form of imprisonment." - Alexander McQueen

CAREER HISTORY

2021 - 2022 (One Year Contract)

Dublin, Ireland

UX DESIGNER, RESEARCH ASSISTANT and TUTOR

Institute of Art, Design and Technology (IADT)

Accomplishments

- Given the task to design a responsive web app for Erasmus students and youth workers funded by the European Union.
- Given the role as the UX Designer and Research Assistant for the project.
- Collaborated with international teams to iterate on concepts.
- Identified and created solutions for problems with the IADT team (i.e. former lecturers) then presented those solutions to the international teams.
- Attended regular meetings and workshops with both IADT and international teams.

References:

- Philip Penny (Project Lead) Philip.Penny@iadt.ie
Stefan Paz Berrios (Lead UX Designer and Lecturer) Stefan.PazBerrios@iadt.ie
Tutored students from the BSc Creative Computing course.
Collaborated with the lecturer for the lessons and assessments that was given as well as assisting the students on problems (i.e. design thinking, debugging code, etc.).
Reference: Andrew Errity (Head of Department of Technology) Andrew.Errity@iadt.ie

2021 - Current (As a Freelancer)

Dublin, Ireland

LEAD UI and UX DESIGNER (Per Contract)

WebSpace (www.web-space.design)

Accomplishments

- Gathered and evaluated client requirements in collaboration with product managers and developers.
- Translated requirements into style guides, design patterns and user interfaces.
- Created user-centered designs by understanding requirements and user feedback.
- Illustrated design ideas using storyboards, user flows and sitemaps to clients.
- Designed lo-fi prototypes, wireframe, mockup, hi-fi prototypes and original graphics.
- Prepared and presented iterations to internal teams and key stakeholders.
- Identified and fixed UX problems by incorporating feedback and usability findings into design in order to enhance user experience and client satisfactory.

Reference:

Eoan O'Dea (Founder & CEO) eoan@web-space.design

Other Careers:

PHOTOGRAPHER, VIDEOGRAPHER and CONTENT EDITOR 2017 - Current | Dublin, Ireland
John Carlo M. Ramos Photography

Transferable Traits: Client orientated | Creativity | Professionalism

FRONT DESK RECEPTIONIST

Hilton Garden Inn

Transferable Traits: Customer service | Time management | Communication

Reference: Alex Manciu (Front Office Manager) Alex.Manciu@hgidublin.com

WOK CHEF

Green Mango

Transferable Traits: Working under pressure | Organization | Focus

Reference: Vrenellie Benaning (Colleague) vrenelliebenaning@gmail.com

2017 - 2019 | Dublin, Ireland

PROJECTS

Fourth Year Project:

Lead designer and developer for a medical diagnostic application. Gained information through qualitative and quantitative methods, created wireframes, mockups and Lo-Fi & Hi-Fi prototypes as well as researched interaction and user-centred design.

Third Year Project:

Lead designer for a project to develop a CRM application. Created personas, scenarios, surveys, interviews and heuristic evaluations to aid the structure of the project as well as wireframes, paper & Hi-Fi prototypes and conceptual iterations.

Second Year Project:

Designed and developed a static HTML and CSS medical centre website using Bootstrap. Conceptualised on the architecture of the website by creating wireframes and prototypes.

First Year Project:

Directed, filmed and edited a video project based on the psychology of depression. A short subliminal music video to encourage the people struggling to talk and ask for assistance.

SKILLS

UI Design, UX Design and UX Research:

This includes creativity, design thinking, conceptualisation and problem solving. Projects have been focused on the users' needs, design process, visual hierarchy, consistency, accessibility, usability, typography, visual grammar and narrative design.

Design Software:

This includes Figma, Framer, InVision, Adobe XD, Adobe Photoshop, Adobe Premiere, draw.io and many other similar applications. These are used for iterations, concepts, ERDs and UML diagrams as well as post processing photographs and videos.

Front-end Development:

This includes HTML5, CSS, SCSS and JavaScript as well as frameworks and component libraries such as React, Vue, Bootstrap, Material UI, Atlasskit by Atlassian and IBM Carbon.