

Experience

Mercado Libre / UX/UI Designer and UX Writer 2018 / 2019

- My main job was to find opportunities to improve the user experience, creating ideas through research and multiple tests (as well as designing and prototyping my ideas).
- Work with the agile methodology "Design thinking" and collaborate with a group of people to discuss the profitability of each idea presented.
- At the same time, in part time since I was usually dedicated to research, I also analyzed and corrected the written content of the web in order to have short, useful and concise texts.

Digitel / UX/UI Designer 2020 / 2023

- Again, my work was based on detecting errors that worsen the user experience and finding opportunities to promote it.
- Obviously I also designed and prototyped interfaces, and collaborated in the update and improvement of the UI kit.
- As a bonus, I also helped a bit with the content writing.

Freelance UX/UI Designer and Writer 2024 / June 2024

- I performed the same roles that I did in my previous jobs, with the difference that they were not medium or long term jobs, they were projects with a duration of 2, 3 or 4 weeks.
- Perform UX research, interface redesigns, interface design from 0, UX writing... A little bit of everything.

A lover of programming 2018 - Present

- Since I was young I am passionate about programming and I have a lot of knowledge in HTML and CSS (I love programming web pages), besides having learned languages such as Python... It should be noted that I have always been dedicated to the UX/UI world, programming is simply a hobby that has allowed me to communicate very well with teams of developers, either Front-end or Back-end.
- In addition, I programmed my website myself (obviously without using any CMS).

Education

UX writing certificate

UI design certificate

UX design certificate

Skills and methods

- Qualitative research, competitive analysis, heuristic evaluations, journey mapping, information architecture, user personas, user story mapping, user flows, wireframing, prototyping, usability testing, UX writing.
- Visual design, component libraries, web-responsive, mobile, developer hand-off, HTML and CSS.
- Agile, Design Thinking, Jobs to be Done

Software

- Figma.
- FigJam.

Languages

Spanish (native).

English (C2)

Portfolio

<https://pedro-nunez-ux-ui.github.io/>