

DANIEL GALLEG

UX DESIGNER

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SUMMARY

UX Designer with a focus on delivering impactful results, eager to tackle dynamic challenges and apply creativity to craft intuitive user experiences. Demonstrated proficiency in project management, user-centric problem-solving, and seamless collaboration across teams. Skilled in leveraging state-of-the-art tools and methodologies to streamline processes and elevate user satisfaction.

TECHNICAL SKILLS

Prototyping Tools	Interaction Design	Accessibility
User Research	Visual Design	Responsive Design
Information Architecture	Usability Heuristics	User Testing Tools

PROFESSIONAL EXPERIENCE

Instant Chartz App, Morcelle Program

Jan 2023 - Present

- Led development of an advanced automation system, achieving a 15% increase in operational efficiency.
- Streamlined manufacturing processes, reducing production costs by 10%.
- Implemented preventive maintenance strategies, resulting in a 20% decrease in equipment downtime.

System UX Engineer, XarrowAI Industries

Feb 2021 - Dec 2022

- Designed and optimised a robotic control system, realizing a 12% performance improvement.
- Coordinated testing and validation, ensuring compliance with industry standards.
- Provided technical expertise, contributing to a 15% reduction in system failures.

EDUCATION

UX Industrial Basics and General Application

Aug 2016 - Oct 2019

University of Engineering UX Cohort

- Major in Automotive Technology.
- Thesis on "Technological Advancements within the current Mechatronics Industry".

Bachelor of Design in Process Engineering

May 2014 - May 2016

Engineering University

- Relevant coursework in Structural Design and Project Management.

ADDITIONAL INFORMATION

- Languages:** English, French, Mandarin.
- Certifications:** Professional Design Engineer (PDE) License, Project Management Tech (PMT).
- Awards/Activities:** Most Innovative Employer of the Year (2021), Overall Best Employee Division Two (2024), Onboarding Project Lead (2023)