# Erick Valencia

#### **UX** Designer

UX Designer with over 3 years of experience utilizing user centered design, information architecture, visual/graphic design and usability principles to design digital user experiences

Rochester, MN

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#### EXPERIENCE AND PROJECTS

#### **Perfect Properties**

CareerFoundry

06/2018 - 09/2018

UI for UX Designers

- Designed iconography and typography inline with web accessibility guidelines
- Created interaction demonstration to show interaction design
- Developed a moodboard and style guide for consistent screen designs
- Created clickable prototype in inVision to perform usability testing
- Created presentation mockups in wrappers to show final screen designs
- Developed mid fidelity prototypes in Sketch for responsive screen designs

#### **Assist Me**

#### CareerFoundry

07/2017 - 06/2018

My Nursing

UX Immersion

- Used Sketch to develop high-fidelity prototypes for iOS mobile format
- Produced an affinity map to influence design solutions for better user experiences
- Conducted user research through inperson interviews to better understand problem
- Created mid to low-fidelity wireframes using Balsamig
- Conducted A/B and preference testing for onboarding/welcome screen designs
- Performed usability testing and generated a rainbow spreadsheet to show usability problems

#### Mayo Clinic 12/2017 - 03/2018 Rochester, MN

- Generated multiple responsive design concepts for four specific feature implementations
- Created quick sketches and wireframes using whiteboard, post-its, pencil/pen and paper
- Frequently met and discussed with developer regarding design options to ensure fluidity of implementation
- Developed high-fidelity prototypes for each feature in Adobe Fireworks

#### Good Company University of Minnesota

Nursing Web Operations - Contract

01/2015 - 01/2016

Design Methods for Computer Scientists

- Performed ethnographic research to discuss user environment with team
- Generated 150 ideas with team through ideation
- Met with clients multiple times for user interviews, testing, and feedback
- Storyboarded idea to team and showcased ideas and use cases
- Collaborated with team to develop prototypes of application
- Refined application interface to reflect user feedback and test findings

## **EXPERIENCE (CONT.)**

#### **Quick Cards**

CareerFoundry

06/2017 - 07/2017

**UX Fundamentals** 

- Created and refined multiple wireframes to generate a prototype to test the application on
- Interviewed potential users to gain an understanding of their needs and experiences
- Generated user flows to show best path for user tacks
- Performed competitor analysis to understand strengths and weaknesses of similar applications

#### **Visual Registration Tool for Student** Registration

University of Minnesota

08/2014 - 12/2014

UI Design, Implementation and Evaluation

- Collaborated with team to conduct heuristic evaluation to determine usability problems
- Worked with development team to design UI solutions using the agile methodology
- Resolved important UI issues found from usability testing and feedback

#### **EDUCATION**

#### Certificate, UX Design CareerFoundry

05/2017 - 12/2018

Courses

- Frontend Development for Designers
- UI for UX Designers
- UX Immersion
- UX Fundamentals

### **B.S. Computer Science** University of Minnesota

08/2012 - 05/2015

Courses

- Design Methods for Computer Scientists
- UI Design, Implementation and Evaluation
- Internet Programming (HTML, CSS)

### SKILLS & TOOLS

User Research

**Usability Testing** 

**User Personas** 

Wireframing

Prototyping

Sketch

Balsamiq