UX Designer

hi, I'm
Andrés Solano

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As a designer I aim to work with good design practices, but also looking for the best user experience, and always keeping myself in constant learning. As a person, I am a fast learner and hardworking. The reason why I love working as a UX/UI designer is because I've got the possibility to create a connection between people and my work, help users with their problems and make a connection by exploring creative concepts and creating experiences that fit their needs.

Experience

2021 - CURRENT

Experience Studio Costa Rica (former: Fjord)

Senior Service and Interaction Designer

Tasks and responsibilities:
- Apply research methodologies such as benchmarking, quantitative research, etc.
- Conduct different service design methodologies such as journey mapping, blueprint design, research, etc.
- Work with UX best practices to apply in the company projects.
- Present finals mockups to several clients.
- Implement accesibility guidelines when necessary.
- Create high fidelity prototypes using UI best practices.

2020 - 2021

Auto Mercado S.A.

Service and Experience Designer.

Tasks and responsibilities:
- Apply research methodologies such as benchmarking, quantitative research, etc.
- Work with multifunctional teams in the development process of projects.
- Maintain strong communication within the design team and propose tools to improve workflows.
- Create the basis for the Auto Mercado design system to maintain consistency among the projects.
- Present finals mockups to several clients.
- Implement service design tools, for example, journey maps, blueprints, macro flows, among others.

2019 - 2020

CreativeDrive

UI Designer

Tasks and responsibilities:
- Design and prototype user interface mockups.
- Work with multifunctional teams in the development process of projects.
- Maintain strong communication within the design team
- Create style guides and design systems to maintain consistency among the projects.
- Present finals mockups to several clients.

2016 - 2018

Rubic Hub S.A.

Junior Graphic Designer.

Tasks and responsibilities:
- Branding and corporative design for several clients.
- Social media designer for Rubic Hub.
- Design different artworks using adobe software (photoshop, illustrator, etc.)
- Plan communication strategies.
- Working as a team for the benefit of every project.
- Respect the dates established for the delivery of the projects.

2016

Seven & Seven Comunicación

Work Practice.

Tasks and responsibilities:
- Creating artwork to promote company projects.
- Design montages for the products made by the company.
- Design different artworks using adobe software (photoshop, illustrator, etc.)
- Redesign the company brand.
- Establish a workflow to keep up with the delivery dates.
- Work with team members from other disciplines (programmers, publicists, etc.)

2015 - Present

Freelance

UX UI Designer.

Tasks and responsibilities:
Worked with different clients in industries such as: finance, design studios, security, and data, among others.
- Design an identity to promote personal services.
- Create a workflow to keep order in the development of each project.
- Establish a workflow to keep up with the delivery dates.
- Maintain good relationships and communication with each client.

Info

Nacionality: Costa Rican -
Born: Apr 5 1994.
Adress: Heredia, Costa Rica.

Education:

2023 / Digital Porduct Design. Co23 + IDEO.
2021 / Human Centered Service Design. IDEO.
2021 / Second Degree in Graphic Design. Universidad de Costa Rica.
2020 / UX Certification. Universidad Creativa.
2018 / Bachelor's Degree in Graphic Design. Universidad de Costa Rica.
2011 / High School Degree. East Side High School.
2009 / Conversational English. Tecnológico de Costa Rica.

Languages

Spanish - Native
English - 90%

Personal Skills:

Organized, Punctual, Hard Worker, Fast Learner, Enthusiastic.

Creative Skills

User Interface (UI):	●●●●●
User experience (UX):	●●●●●
Service Design:	●●●●○
Research:	●●●○○
Design Systems:	●●●●●
Animation:	●●●○○
Illustration:	●●●●○
Graphic Design:	●●●●○

Software Skills

Figma:	●●●●●
Sketch:	●●●●●
Invision:	●●●●●
Miro:	●●●●○
Illustrator:	●●●●●
After effects:	●●●○○
Blender:	●●●○○

Awards and Certifications:

2020 / Crehana / UX Writing Course.
2018 / Art City Tour / Interactive expo at Alianza Francesa
2018 / Game Jam Cidev - UNAM / Second place.
2017 / Rally Creativo S.I.A 2017 / First place, Festival DG, SIA, UCR.

Personal Projects

Red Nose Interactive: Indie game studio based in Costa Rica. Our goal is to learn and explore creative ways of game design.

Milestones:
- Designed and developed art for several game prototypes.
- Participated 5+ Regional Game Jams.
- 2nd place in the 2022 Game Jam Plus.
- Co-organized a community in which students from different universities share knowledge in game development.

CETAV: Part time UX Design Professor. 2022 - 2023

Milestones:
- Created the study program for two different semesters.
- Facilitated a weekly class with a group of 10+ students.