Adrián Neila Serrano

UX Designer · UX Researcher

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CAREER SUMMARY

- · UX Designer/Researcher with 4 years of experience improving experiences through an end-to-end design process and good communication skills.
- · Expertise leading and moderating UX research workshops and communicating actionable insights.
- · Good collaborative skills promoting the best relationships to work with different stakeholders, especially with dev teams thanks to my computer science background.

DESIGN & TECH SKILLSET

Design thinking Adobe Photoshop
Information Architecture Adobe Premiere
Journey maps Adobe Xd
Navigation flows Balsamiq
Prototyping & wireframing Figma

User Research (Interviews, studies...) HTML + CSS + JS

Usability Testing Office / Notion / MindManager

PROFESSIONAL EXPERIENCE

Ubisoft User Researcher Apr 2022 – Current

- · Adjusted methodologies to meet needs and support the lead in the requirement specification to react to the quick evolution of the industry.
- · Actively participated in the recruitment of participants, preparation and moderation of the tests and workshops, and the gathering of qualitative, quantitative and biometric data.
- · Analysed the tests and workshops results to deliver actionable synthesised results to stakeholders.

University Paris 8 User Experience Design intern Mar 2021 – Aug 2021

- · Managed the UX research/design project tasks from the first to the final stages.
- · Analysed the state-of-the-art and conducted user research (recruitment, interviews, focus groups, surveys) with deaf participants in sign language.
- · Designed and developed a wearable hardware prototype. Designed its interaction design and conducted its usability testing.

Digital Virgo Business Solutions UX designer/UI Frontend engineer Apr 2016 – May 2019

- Designed the UX from ideation and developed, using agile, the frontend of a product used by 2000+ end-users, increasing performance and satisfaction while maintaining continuous improvements.
- · Unified six products into one thanks to good project management skills and ability to communicate and collaborate with several teams.
- · Designed new features to refine the UX of a cloud communication platform for 3500+ end-users.
- · Supported the UI designer on the evolution of the company's design system.

Polytechnic University of Madrid UX research & Frontend Developer Jun 2014 – Apr 2016

- · Evangelized User-Centred Design and best practices as the first stage of all development.
- · Coordinated and conducted the user research (interviews) and usability testing for a new GAUSS platform's module.
- · Developed the frontend of this new module used by 3000+ professors using agile methodology.

Polytechnic University of Madrid UX research intern Jan 2014 – Jun 2014

- · Designed the user interface (sketches, wireframes...) for an accessibility evaluation tool.
- · Conducted usability testing to identify and prioritise usability problems and validate design solutions.
- · Created prototypes and evaluated them with end-users to enhance the tool design and UX.

Neo Labels UX Consultant May 2013 – Sep 2013

· Asked to prepare multiple assets (wireframes, sketches, etc.) for the cross-functional team to improve information architecture and user journeys of websites and apps.

El Mundo - Polytechnic University of Madrid UX research intern Jun 2012 – Jan 2013

- · Conducted accessibility evaluation and moderated test with end-users of Orbyt –Spanish national newspaper El Mundo's digital content platform–
- · Performed usability heuristic evaluations and usability testing comprehending literature review and user research methods (interviews, contextual inquiries, and surveys).
- · Designed the usability testing tasks, target user profiles, and defined the metrics.
- · Performed an accessibility evaluation according to levels of conformance A and AA from the WCAG 2.0 compliance test. Reported results analysis.

EDUCATION

Double Master's degree in Human-Computer Interaction Design by European Institute of Technology

Graduated 2021

Université Paris Saclay (Paris, France)

KTH Royal Institute of Technology (Stockholm, Sweden)

Bachelor's degree in Computer Science Graduated 2014

Polytechnic University of Madrid (Madrid, Spain)

LANGUAGES

Spanish – Native proficiency.

Spanish Sign Language - Native proficiency.

English – Full professional proficiency.

French – Limited professional proficiency.

ADDITIONAL INFORMATION

International experiences: Visited 17 countries in 3 continents and lived in 3 countries.

Leadership: Fulbright selected to participate in the *Summer Institute for European Student Leaders* program

of the United States Department of State (2007).

Personal interests: Cultural diversity, travelling, finances, and learning