Mauricio Silva

R É S U M É

Summary of qualifications

User experience, interface and interaction design for the mobile and web platform; information architecture; 3D modeling and animation; branding and identity; composition, typography and color theory; technical and creative expertise.

Career highlights

* UI/UX of a banking mobile app for the Android and iOS platform.
* User interface design of a dashboard web application to streamline management of online games.
* Commercial broadcasts utilizing my graphics packages and post-production, frequently air locally on Telemundo and Univision stations.
* Collaborated as a volunteer to the success of the campaign 'Navegar para Ajudar' on raising funds for needy shelters.

Technical Skills

**OS:** Linux, Mac and Windows. **Development:** iOS & Android,

HTML, xHTML, CSS, Actionscript, Javascript and Objective C.

**Web:** Flash, Dreamweaver, Freehand. **Graphic Packages:** Adobe Creative Suite, Lightroom, Corel Draw, Sketch, InVision, Axure. **Desktop publishing:** Pagemaker, InDesign and Quarkxpress. **Video editing:** Finalcut, After Effects, Premiere, Audition, Audacity. **3D:** Maya and 3D Studio Max. **Personal** interest in photography, illustration, music, extreme sports and traveling. Quick learner, self-motivator and fluent in English, Spanish and Portuguese.

Education

Universidades Salvador, Bahia - Brazil (2001):

* Bachelor in Fine Art, Design.

About Objects:

* iOS Development for IT Professionals Bundle.
* Objective-C & iOS 6 with XCode.

Adobe Certified Training:

* Actionscript 2.0 Basic and Advanced.

Rhode Island School of Design:

* Maya 3D Certification.

Primavera Solution:

* Contract Administration and Management Using Expedition.
* Introduction to Suretrek Project Management.

Experience

March 2016 - Present (New York).

**User Experience Manager.**

CA Technologies.

* Direct engagement with Architects, Product Managers and Product Owners to set strategic direction of Mainframe Security products.
* Guide product teams in the adoption of the Design Thinking processes and best practices.
* Engage with customers to perform ethnographic studies and Design validations.
* Design, modernize and optimize the experience of Mainframe products.
* Mentor Designers in their career path.

August 2013 – March 2016 (New York).

**Sr. Product Designer.**

CA Technologies.

* Led a cross-departmental initiative to develop and maintain a common library of front-end components to be shared via GIT repositories in an open source fashion. The live style guide facilitated the adoption of a unified experience throughout various Mainframe products.
* Led the UI/UX refresh to modernize Chorus (Mainframe Software Management application - http://www.ca.com/us/opscenter/ca-chorus-software-manager.aspx).
* Work in partnership with UX colleagues in an Agile environment on usability improvements.
* Create hi-fidelity mockups and detailed wireframe documentation that provides deep understanding of the work to be done. Those documents were illustrated with flowcharts, blueprints and storyboards.
* Assist the engineering team during the lifetime of the story to certify that the feature is implemented accordingly to specs.

April 2010 - July 2013 (Connecticut).

**UI/UX Engineer.**

Higher One, Inc.

March 2007 - April 2010 (Connecticut).

**Application & Web Development Specialist.**

Discovery Communications.

April 2003 - March 2007 (Connecticut).

**Marketing Manager.**

Carioca Club.