#### **Career Summary**

With 10+ years of experience, I've led user-centered initiatives in airlines, banks and AI startups. Translating complexity into clear actionable solutions. From discovery to delivery, I help to connect business vision with customer needs and technical feasibility. I'm comfortable working with C-level stakeholders as well as hands on execution teams. My design impact approach is empirical, iterative and incremental. Visit my Portfolio

#### Summary of Qualifications

Experienced In:

- Design Strategy
- Qualitative Research
- Quantitative ResearchJourney mapsLive prototype
- Accessibility AAA
- iOS DeveloperJavaScript

## Languages

Spanish

English

# **Globant Career History**

Sep 2017 - Current

Git

Figma, Maze

# **ZURICH - DISCOVERY, Santiago, Chile (Hybrid)**

UX Lead , UX Researcher

**Goal**: Create a design strategy to unify portals for brokers and intermediaries

- Conducted interviews with stakeholders and users to identify key pain points
- Facilitated card sorting workshop to improve navigation and structure
- Ran laboratory usability tests for Broker Reimbursement Flow

# AUGOOR, Santiago, Chile (Remote)

**UX** Designer

Goal: Design an AI assistant for the B2B2C software development industry

- Designed the end-to-end user experience of the assistant, focusing on developer cycle
- Defined core interactions: Code Smell Detection, Refactoring Suggestions, and Explain Code
- Collected quantitative insights from developers to validate feature relevance
- Ran usability tests to refine the assistant flow

#### SKY AIRLINES - DISCOVERY, Santiago, Chile (Hybrid)

UX Researcher

**Goal**: Define an optimal channel mix based on traveler needs across key segments

- Conducted user interviews across all segments to uncover travel behavior and pain points
- Created journey maps (As Is) First Timer, Indirect Retail, Direct Retail, and Corporate
- Created future-state journey maps (To-Be) based on service gaps

# AEROLÍNEAS ARGENTINAS - DISCOVERY, Santiago, Chile (Remote)

UX Researcher, UX Designer

Goal: Build a customer-centric initiative backlog to improve the mobile app experience

- Facilitated a design principles workshop, resulting in guiding principles for the product
- Conducted heuristic evaluation of the purchase and travel flow to identify usability issues
- Ran validation with users, prioritizing improvements to core app functionalities

## ITU BY ITAÚ BANK, Santiago, Chile (Remote)

**UX** Designer

Goal: Design a new digital banking experience from scratch for the launch of a neobank app

- Executed a KANO analysis to identify must-have and differentiating features for the MVP
- Conducted a benchmark of leading global neobanks to identify UX patterns

- Designed key app flows including Transactions, WebPay, Authorization PIN, Digital Card, and Cashback
- Validated core design hypotheses (e.g., card lock/unlock flow) with a panel of users

#### **AUGMENTED DESIGN, Santiago, Chile (Remote)**

**UX** Designer

**Goal**: Improve the experience of an Al-powered UX research platform

- Optimized the user test creation flow to reduce friction and support a wider range of research needs
- Redefined the Emotional Journey feature, enabling Al-based emotion detection through facial analysis during testing sessions

# LATAM AIRLINES, Santiago, Chile (Hybrid)

**UX** Designer

Goal: Create a unified booking flow combining miles and money for airline ticket purchases

- Mapped edge cases through **flowcharts** to handle complex payment combinations
- Designed a **single booking flow** integrating miles and money into LATAM's purchase system
- Developed a high-fidelity prototype with functional code to implement the miles—money slider interaction
- Validated the end-to-end flow and miles-money slider with frequent flyers

# ITAÚ BANK, Santiago, Chile (On site)

**UX** Designer

Goal: Improve self-service banking through new digital functionalities

- Designed and delivered the temporary card block feature to increase security and user control
- Created the fully online mutual fund investment flow, enabling end-to-end digital onboarding for new investors

#### Career History Before Globant

# AIRNGURU, Santiago, Chile (On site)

Jun 2015 – Sep 2017

Head of UX

Goal: The first SaaS platform for airline revenue management to accelerate pricing analysis

- Led the UX strategy and design for key modules: Competitiveness, Fare Class, and Trends
- Co-created product features with pricing analysts and industry experts
- Validated solutions with revenue management teams at Avianca
- Awarded 2 patents (US20170323320A1, EU 003467265-0001) for innovation in the Competitiveness pricing module

# PREYPROJECT, Santiago, Chile (On site)

Feb 2013 - May 2015

**UX** Designer

# SOHO, Santiago, Chile (On site)

Sep 2011 – Oct 2012

**UX** Designer

## Education

**Universidad Mayor**, Santiago, Chile BS, Designer

2011 – 2011

**DUOC UC**, Santiago, Chile

2004 - 2009

Graphic Designer