Faustino Gaitan

PRODUCT DESIGNER (FROM CORDOBA, ARGENTINA)

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My Portfolio

SOFT SKILLS

Problem Solving
Empathy
Communication
Storytelling
Team Work
Decision Making
Time Management

UI / UX DESIGN

User Research
Assumptions, Hypothesis,
Ideas Generation
Wireframing & Prototyping
Visual Design
User Personas Definition
User Feedback (Usability
Testing, Surveys, User
Interviews)
AB Testing Experiments

TOOLS

Sketch / Figma / Zeplin
HTML / CSS / SASS
Vanilla JS
Invision / Marvel
Principle
Heap Analytics
Hotjar / Validately

CERTIFICATIONS

NN Group UX Certified
Interaction Design Foundation

EXPERIENCE

Bonsai   Senior Product Designer

Sept 2021 – Present   (2 years and 8 mos)

Part of the Workflow team, I work on enhancing core features such as contract creation, project and task management, scheduling, time tracking, invoicing, forms, and reports for agencies, self-employed individuals, and teams. I ensure an optimal user experience for our discerning, design-driven user base. Additionally, I collaborate closely with the design team to maintain and evolve the Bonsai Design System, contributing to a fully distributed team.

User Interviews   Product Designer

Sept 2020 – Sept 2021   (12 mos)

As a member of the "Collaboration" pod, I worked on multiple projects to enable organizations to use the User Interviews app successfully. I focused on efforts related to roles, permissions, billing, subscriptions, shared access to features, etc. I participated in continuous discovery sessions, did exploratory research, user testing, and collaborated with the team to build the app design system.

Moove It   Product Designer

Mar 2020 – Sept 2020   (7 mos)

During my time at Moove It, a web and mobile application development company, I had the opportunity to work on various projects in an agile environment. From product discovery to hand off to development, I was involved in every stage of the project cycle. I thrive in a fast-paced agency-like environment, and I was able to adapt to different projects quickly. Through my work, I was able to help deliver successful products that met both user and business needs.

ThirdLove   Product Designer

May 2018 – Feb 2020   (1 yr 10 mos)

In a fast-paced environment, I worked on several UX/UI Product Design projects for an eCommerce startup as part of the Storefront, Checkout, and Product Growth Teams. I conducted various User Research methods, including interviews, surveys, usability testing, and data analysis. I was the one in charge of defining, documenting, and maintaining the Thirdlove Design System and collaborated with engineers to translate design system components into Storybook.

Universal Music Group   UI/UX Designer (full-stack)

Nov 2013 – May 2017   (3 yrs 7 mos)

At Universal, I worked on improving the user experience of the Repertoire Management System (R2), a complex web application that facilitated the production process, copyright clearance, royalty payments, and digital distribution. I collaborated with developers and business analysts to devise design solutions that would enhance the system's functionality. To ensure the product was user-friendly, I conducted usability testing and user interviews to identify pain points and gather feedback.

Hewlett Packard   Application Support Specialist

Sep 2011 – Nov 2013   (2 yrs 3 mos)

Analyzing incidents affecting the normal development of software used by the client. Analyzing code, performing minor code changes and compiling programs. Facilitating efficient knowledge transfer to the Sustain Support Team. Conducting unit tests.

Freelance Contractor   Web / UI Designer

2007 – Mar 2017   (10 yrs)

Worked on multiple web design projects for local small businesses. Offered web design services to independent authors from all over the world. Coming up with design ideas, and translating those concepts into wordpress using HTML, and CSS using bootstrap-based themes.