VIANEY GARCIA
INTERACTION DESIGNER

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PROFESSIONAL EXPERIENCE

Snap Lens Academy Scholar | Santa Monica, CA

Snap Inc. | June - Aug 2022 | Remote

- Selected as 1 of 15 scholars from 150+ applicants for a 9-week remote lens creation & Augmented Reality (AR) program with Next Shift Learning & Snap Inc.
- Designed interactive AR lenses with Adobe Photoshop, Blender, After Effects, JavaScript & Lens Studio garnering over 70 thousand total shares.
- Exercised design thinking & collaboration when executing weekly hackathons in teams of three to deliver an interactive, engaging lens by the deadline.

AR Design Happy Mail | Santa Monica, CA

Snap Inc. | April 2022 | Remote

- Awarded first place of 29 submissions in Next Shift Learning & Snap Inc.'s U.S. Snap Lens Challenge.
- Developed an Augmented Reality lens with over 1,000 views & 50 shares in Lens Studio using assets created in Illustrator & Blender.

Freelance Home Health Care Aid Santa Monica, CA

Health Care Aid | 2013 - 2018

- Administered care, executed meals, distributed medication, & assisted two patients with their quality of life.
- Assisted patients with scheduling, paperwork, organization & medical visits to ease task load.

PROJECTS

UX Designer & Researcher Gr& Games | Santa Monica, CA

Santa Monica College | Remote Student Project | Sept - Nov 2021

- Storyboarded with Adobe Illustrator to conceptualize & communicate design.
- Collected qualitative data via observations, interviews, surveys, & user testing to inform the design.
- Created interactive signs & decals with Figma that encouraged Grand Park L.A. visitors to interact with their environment.

UX Designer & Researcher Wayve | Santa Monica, CA

Santa Monica College | Remote Student Project | Sept - Dec 2020

- Developed & designed interactive kiosk user interface with Figma to enable seniors to access Santa Monica Big Blue Bus transit information during COVID-19.
- Designed digital illustration of kiosk & vision video with Illustrator, Photoshop & After Effects to communicate the problem, insights & solution.
- Extracted & synthesized qualitative & quantitative research data to inform user goals.

Web Design Taunt Global| Santa Monica, CA

Santa Monica College | Student Project | April 2020

- Invented a responsive website for a fictional company using Bootstrap & Jquery.
- Established a brand identity, designed assets, & implemented animations to create a cohesive website.
- Integrated time & file management systems to organize work & manage project deadlines.

EDUCATION

B.S. Interaction Design
Santa Monica College
4.0 GPA
Santa Monica, CA |
June 2022

B.S. Studio Art
Cal Poly Humboldt
3.21 GPA
Arcata, CA | June 2012

TOOLS

Illustrator, Photoshop, AdobeXD, After Effects, Lens Studio, Blender, Fusion 360, Figma, Invision, HTML, CSS, JavaScript, Miro, Notion

DESIGN SKILLS

Design Thinking, Human-Centered Design, Rapid Prototyping, Storyboarding, Product Design, User Interface Design, 3D Modeling, HTML, CSS, Javascript

RESEARCH SKILLS

Field Research, Interviews, Netnography, Journey Mapping, Personas, Usability Testing

ORGANIZATIONS
SMC Design Club
2020

AIGA Los Angeles
July 2020 - Present