VIANEY GARCIA

User Exerience and Interaction Designer

I empathize and explore human-centered design to create meaningful experiences.

EXPERIENCE

Wayve | UX DESIGNER AND RESEARCHER
Aug - Dec 2020

Interactive kiosk to enable seniors to access Santa Monica Big Blue Bus transit information during COVID-19.
- Researched elderly community, transit options, and their pain points
- Observed and interviewed BBB passengers remotely and onsite from a social distance
- Conceptualized and produced lo-fi to hi-fi prototype and user tested

Panelle | UX DESIGNER AND RESEARCHER
May - Aug 2019

A comic e-book app for girls to access age-appropriate comics that they can relate to.
- Researched comic book apps and women's pain points in the comic book industry
- Conceptualized and produced lo-fi to hi-fi prototype and user tested

SPOT | UX DESIGNER AND RESEARCHER
Feb - June 2019

A photography location scouting app that provides students with resources to assist in discovering and finding interesting photography locations without pre-planning.
- Observed and interviewed student photographers to discover pain points
- Explored the user's experience through persona creation, journey maps, and storyboards
- Conceptualized and produced lo-fi to hi-fi prototype and user tested

CONTACT

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EDUCATION

B.S. Interaction Design
Santa Monica College
2022 | In progress

B.S. Studio Art
Humboldt State University
2012

SKILLS

HTML / CSS
Design Thinking
Design Research
Rapid Prototyping
Usability Testing
User Flows
Personas
Wireframes
Storyboarding
User Interviews

TOOLS

Adobe Illustrator
Adobe Photoshop
Adobe After Effects
Adobe XD
Figma
InVision
Fusion 360
Visual Studio Code