

VIANEY GARCIA

User Experience and Interaction Designer

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

ACADEMIC 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.A. 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