VIANEY GARCIA

User Experience and Interaction Designer

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EDUCATION

B.S. Interaction Design

Anticipated 2022

Santa Monica College (SMC), Santa Monica, CA

B.A. Studio Art

2012

Humboldt State University, Arcata, CA

Projects

Grand Games | UX Designer and Researcher

SMC - FALL 2021

Signs and decals that challenge visitors to utilize Grand Park L.A. and explore in each others cultures through play.

- Collected qualitative data via observations, interviews and user testing to inform the design.
- · Pitched and presented ideas to stakeholders.

Wayve | UX Designer and Researcher

SMC - FALL 2020

Interactive kiosk to enable seniors to access Santa Monica Big Blue Bus transit information during COVID-19.

- Designed UI animations for the high-fidelity prototype, and mock up illustrations using Adobe Illustrator, and Adobe Photoshop.
- Integrated time and file management systems to organize work and execute project deadlines.

SPOT | UX Designer and Researcher

SMC - Spring 2019

A photography location scouting app that provides students with resources to discovering photography locations without pre-planning.

- Researched and defined the user's experience through persona's, journey maps, wireflows, and storyboards.
- Developed design systems and low-fidelity wireframes, and high-fidelity prototype mockups using Adobe Illustrator and Invision.

Experience

Home Health Care

2013-2018

- Administered care and assisted patients with their quality of life.
- Organized paperwork, finances, and scheduling.

SKILLS _

HTML / CSS / Design Thinking / Design Research / Rapid Prototyping / Usability Testing / User Flows / Personas / Wireframes / Storyboarding / User Interviews / Empathy / Effective Communicator / Cooperation / Organization

TOOLS ___

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

Affiliations -

SMC Design Club

2020