

VIANEY GARCIA

UX DESIGNER

Los Angeles, CA

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Portfolio: vianeygarcia.com

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TOOLS AND SKILLS

Tools: Figma, AdobeXD, Invision, Illustrator, Photoshop, After Effects, Lens Studio, Blender, Fusion 360, HTML, CSS, JavaScript, Miro, Notion, Slack, Figjam, G Suite.

Design Skills: Design Thinking, Rapid Prototyping, Field Research, Interviews, Personas, Journey Mapping, Storyboarding, Product Design, UI Design, Usability Testing.

EXPERIENCE

Snap Lens Academy Scholar - Santa Monica, CA

June - August 2022

Snap Inc.

- Selected as 1 of 15 scholars from 150+ applicants for a 9-week remote augmented reality lens creation program with Next Shift Learning and Snap Inc.
- Demonstrated visual design, 3D and coding skills by creating 16 interactive augmented reality lenses from concept through completion using Adobe Photoshop, Blender, After Effects, JavaScript, and Lens Studio garnering over 70 thousand shares.
- Performed weekly hackathons and exercised design thinking in five teams of three to deliver an experiential lens in 1-5 hours.

UX Designer and Researcher - Santa Monica, CA

September - November 2021

Grand Games - Student Project, Santa Monica College

- Collaborated in a multi-disciplinary 6 person team to revamp the visitor interactions at Grand Park L.A. using participatory signs and decals designed in Figma.
- Collected in depth user research by observing, interviewing, surveying, and user testing 20+ customers; identified key UX pain points that led to a complete redesign.
- Communicated concepts and insights to stakeholders and teammates with sketches, storyboards, and prototypes presented using google slides resulting in 6 iterations.

UX Designer and Researcher - Santa Monica, CA

September - December 2020

Wayve - Student Project, Santa Monica College

- Conceptualized and designed wireframes and prototypes of interactive kiosk with Figma to enable seniors to access Santa Monica Big Blue Bus transit information during COVID-19.
- Developed digital illustrations and vision video with a strong narrative to showcase the impact of the solution using Adobe Illustrator, Photoshop, and After Effects.
- Gathered qualitative and quantitative data from 3 different sources to create a comprehensive user persona; applied accessible design principles for seniors and used findings to inform UI design.

Web Design - Santa Monica, CA

April 2020

Taunt Global - Student Project, Santa Monica College

- Engineered a responsive website for a fictional company using HTML5, CSS3, Bootstrap and JQuery.
- Conceptualized entire website from scratch, establishing brand identity, producing visual and graphic assets, and animations.
- Integrated time and file management systems to organize work and execute project deadlines.

Freelance Health Care Aid - Santa Monica, CA

March 2013 - February 2018

Home Health Care Aid

- Administered care, executed meals, distributed medication, and assisted 2 patients with quality of life care.
- Implemented a process to reduce patient task load assisting with scheduling, paperwork, organization and medical visits.
- Empathized with patients by actively listening and providing emotional support while communicating medical information.

EDUCATION

Santa Monica College, Santa Monica, CA

June 2022

B.S. Interaction Design - 4.0 GPA

Cal Poly Humboldt Arcata, CA

June 2012

B.A. Studio Art - Minor Business Administration

RECOGNITION

Snap AR Lens Challenge First Place Winner

May 2022

Designed an Augmented Reality Lens that integrated 2D, 3D, and scripting.