

Gabriel Eduardo Campo

User Experience Designer

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User Experience Design Skills

User experience design: wireframing, prototyping, user research, usability testing

Graphic software: proficient in Sketch, Adobe CC Suite, InVision and Keynote

Project management: fluent in Agile and Waterfall methodologies, JIRA, Confluence

Programming: proficient in Java, HTML/CSS, Javascript, Python, Swift

User Experience & Project Management Experience

Accenture | UX Designer | New York, NY | May 2017 - present

Led the user experience design effort to rebuild an Insurance client's online claim management portal. Collaborated directly with the client in an Agile environment to create a design system based on previous research synthesis, and to prototype the experience for iterative usability testing.

Experience Management Consultant | San Francisco, CA | Jan 2015 - May 2017

Managed a team of 20 as project manager for a mobile UX design team at a major bank client. Worked directly with the client in an Agile methodology to set the design delivery schedule, coordinate with design leads for design reviews, and act as the liaison to the development and product management teams.

General Assembly | UX Researcher, Designer & Project Manager | New York, NY | April 2017

Worked with Groove Maps to research, design and test their communities and chat platforms. Created and delivered research document, wireframes, design mockups, fully interactive prototype and a usability testing report.

Accenture | Intern | San Francisco, CA | June 2014 - Aug 2014

Worked with the testing lead at a utilities client to develop test scripts and run the testing on the Safety and Environmental Management System. Worked with the change management lead to develop training materials and to train instructors who would teach the system to employees.

Development Experience

Accenture | Intern | Philadelphia, PA | May 2013 - Aug 2013

Redesigned and programmed a new time logging website for a large chemical client using the ASP.NET framework, HTML and SQL, and working in a waterfall methodology.

Optimized Retail Contextual Advertising (ORCA) | Front end developer | Philadelphia, PA | Sep 2013 - May 2014

Collaborated to build a web-based retail advertising tool. Main responsibilities were building of the website to support advertising component that appeared on retail websites.

PennOS | Developer | Philadelphia, Pennsylvania | Sep 2013 - Dec 2013

Implemented a three-part operating system (shell, scheduler, file system) in C based on the Unix OS.

Education

General Assembly | New York, NY | Feb 2017 - May 2017

User Experience Design Immersive

University of Pennsylvania, School of Engineering and Applied Sciences | Philadelphia, PA | Aug 2010 - Dec 2014

Systems Science & Engineering (SSE) and Computer Science & Engineering (CSE) Dual Major
Mathematics Minor

Additional skills

Languages: fluent in Spanish; conversational in Portuguese

Hobbies: photography, painting, drawing/sketching, graphic design, hiking, scuba diving