

Gabriel Campo

User Experience & Interaction Designer



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gabrielcampo.com

Design Skills

User Experience / Interaction: wireframing, prototyping, user research, usability testing

Software: Sketch, Adobe Creative Suite, InVision, Craft, Axure

Project Management: Agile / Scrum, Waterfall, JIRA, Confluence, Rally

Programming: HTML / CSS, Javascript, Java

Work Experience

Lob • Freelance UX Designer • January 2020 — present

Collaborating with Lob's product and visual design teams to enhance their mail analytics dashboard via new data visualizations and refined user flows.

The Hartford • Associate Director UX Design • December 2018 — present

Currently redesigning the Group Benefits employer (B2B) experience. Previously led redesign effort for leave of absence feature integration into MyBenefits (B2C) website. Also led rebranding effort for three different Aetna applications as part of The Hartford's acquisition of Aetna's group benefits line of business.

The Hartford (on behalf of Accenture) • Consultant UX Design • May 2017 — November 2018

Led the user experience design effort to rebuild The Hartford'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.

General Assembly • Interaction Designer • March 2017 — 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.

JPMorgan Chase (on behalf of Accenture) • Sr. Analyst Project Management • January 2015 — February 2017

Managed a team of 20 as project manager for a mobile UX design team at a major banking 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.

Education

General Assembly • March 2017 — April 2017

User Experience Design Immersive

University of Pennsylvania • August 2010 — December 2014

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

Additional Skills

Language: Spanish (fluent), Portuguese (conversational)

Hobbies: Photography, drawing, painting, hiking, scuba diving