Bianca Ramonda

🟥 UX/UI DESIGNER

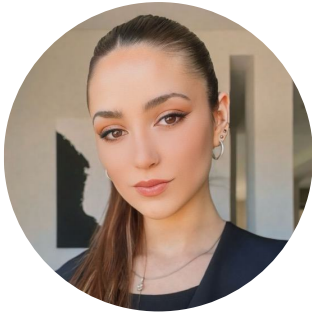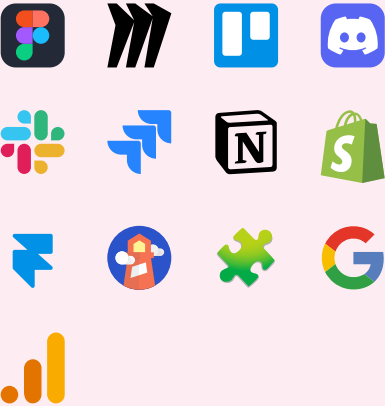📍 Mendoza, Argentina

✉ biancaramonda@gmail.com

📱 +54 2622618312

Keywords

UX/UI Design

Figma

A/B Testing

Motion

Design System

Atomic Design

Feature Research

Benchmarking

Ready for Devs files

SOPs

Web3

E-commerces

MVPs (Apps & WebApps)

Technical Skills

[Technical skills logos]

PROFILE

I work as a UX/UI Designer with advanced skills in Figma. My professional focus includes a deep interest in A/B testing, as well as the implementation of best practices in user experience. I have extensive experience in e-commerce applying A/B testing and experience working on web app MVP developments with Web3 and blockchain implementation.
Focused on continuing to improve my skills!

EXPERIENCE

iOlliN   Sep 2023 - Currently
Web App

Information Design: Created user flow diagrams, site maps, and information architecture | Prototyping and Wireframing: Developed low and high fidelity prototypes and wireframes | User Interface (UI) Design: Designed graphical interfaces, including icons, buttons, and graphics | User Testing: Conducted concept tests and design evaluations, gathered user feedback.

Latech Factory   May 2023 - May 2024
Software Factory

Worked with Alex and Ani jewelry store, designing variants for A/B testing with real users through metaobjects. Based proposals on feature research, benchmarking, merchandise objectives, and user problem-solving. Conducted tests on component improvements and new functionalities against the original version to gauge user reactions.

Semillero Latam   March 2023 - May 2023
Social Impact Projects Program

User interface design, information architecture, high-fidelity prototyping, UI Kit creation, and design system maintenance. Worked as a UX/UI designer on Torneo Leones (web app for managing table tennis tournaments) and Punto Orgánico (e-commerce for organic products).

Flick   June 2022 - March 2023
Web App

Build and maintain the design system, redesign flows and design new prototypes, test with users and solve problems by iterating the product.

Expertise

Languages

- English – Intermediate
- Spanish - Native

INTERESTS

- User Experience
- Testing
- Comunication
- Frontend Understanding
- Organization
- Documentation
- New Technologies
- New Tools

COURSES AND KNOWLEDGE

Edutin Academy   Oct. 2019
Grarhic Design

Images, typography, color theory, advertising, CorelDRAW and Photoshop.

Platzi   Mar. 2022
HTML y CSS

HTML semantics, mastery of the anatomy of an HTML element and styles with CSS3.

Platzi   Mar. 2022
UI and UX Interface Design Fundamentals

Principles of usability, research process, user persona, benchmarking, interface analysis, wireframes, moodboard, design system and user testing.

Platzi   Abr. 2022
Figma

Style guide, layout, agility and consistency through components and prototyping.

Platzi   Abr. 2022
Figma advanced

Interactive components (componentization and variants), direction, paddings, resizing and constraints.

Folcademy   Jul. 2022
UI Design

Brand Sprint, moodboard, prototyping development, guidelines, frameworks (UI Kit), etc.

Udemy   Oct. 2022
Web and mobile designer

Sketching, structure, Figma basics, User flows, sitemaps, iterate (wireframes, prototyping and feedback), design theory, accessibility, design system, motion and micro interactions.

Udemy   Aug. 2023
Motion with Figma: Animation & Motion Graphic

Smart Animate in Figma: principles of Motion Design, the motion design process, best practices, and prototyping projects for customers and clients.

Udemy   Aug. 2023
Working with OKRs

Fundamental knowledge for working with OKRs: types of objectives, requirements for good objectives, what language to use to write them, typical metrics and how to apply them.

Udemy   Sep. 2023
Optimization & A/B Testing Statistics.

8 steps of running a solid a/b test. The statistics behind hypothesis testing. Organization headaches by setting up tests correctly and analyzing them with the right statistical rigour.