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Skills

UX Research ★★★★★

User testing ★★★★★

Wireframing ★★★★★

Mockups ★★★★★

Visual design ★★★★★

Information architecture ★★★★★

Mobile design ★★★★★

Website design ★★★★★

Prototyping ★★★★★

Accessibility ★★★★★

Design systems ★★★★★

Hand off files ★★★★★

Icon design ★★★★★

Branding ★★★★★

HTML & CSS templates ★★★★★

Highlights

- **12 years** of experience in the field as **UX designer**
- **5 years** working onsite **in the US**
- Experience in sectors: **Finance, Corporate, Government**
- Worked in a total of **17 projects**
- **2 years** of experience as **team lead**
- Fluent in both **English & Spanish**

Relevant experience

UX designer for IBC | **Walmart** | Bentonville, AR **Feb 2023 - Feb 2024 (1y)**

Big and important tool in Walmart's finance space. I was part of a big team of designers and collaborated in several sections of the platform.

- It was very enriching but also challenging working along with other 12 designers all split in 4 main work streams.
- Collaborated with the sub system lead reviewing other designer's mockups and interviewing them to understand the needs in their work streams in order to get consistent patterns and components.
- Worked in the exploration of the new AI (artificial intelligence) feature which would help users to identify and calculate data in the reports.
- Reviewed and QA implementations to ensure the final product aligned to designs.
- Worked under agile methodology with 2 week sprints and daily scrum

UX designer for GSPP | **Walmart** | Bentonville, AR **Apr 2022 - Jan 2023 (9m)**

Redesign and maintain GSPP, a complex multi user finance platform to manage sales goals by department.

- Solo designer in this project but collaborated with other 2 designers in charge of the other 2 sibling platforms to ensure consistency.
- Defined, created and maintained the design sub system to ensure consistency in the 3 platforms. I shared and maintained a linkable library in Figma with the other designers.
- Responsible to present the redesign and subsystem to the product manager in representation of the other 2 platforms.
- Implemented a sort of screen flow/information architecture in Figma as part of the hand off file, using screen captures and lines to show how they are connected. This ended up being very useful and time saving.
- Worked under agile methodology with 2 week sprints and daily scrum

Software tools

Figma

Sketch

Axure

Adobe XD

InVision

Adobe Illustrator & Photoshop

Education

Bachelor's Degree in Graphic Design

2010, UAA, Mexico

UX design certification (WIP)

2024, Google

Worked for:



Schlumberger



UX designer for Report hub | **Walmart** | Bentonville, AR

Feb 2022 - Apr 2022 (3m)

Redesign Report Hub, a portal with access to lots of reports used by many users in the finance space.

- Worked in collaboration with another designer.
- We conducted user research in order to understand pain points, wishes and get to know the user needs. We interviewed 6 users in total.
- We created Figma prototypes in order to show them the design proposal, asked them to perform certain tasks and got feedback from them.
- We conducted two rounds of interviews: one for the initial proposal and another for the updated mockups based on feedback.
- Worked under agile methodology with 2 week sprints and daily scrum

UX designer for IR reports | **Walmart** | Bentonville, AR

Jan 2021 - Jan 2022 (1y)

Dashboards and visual reports for several finance departments to get more insights from charts and other visuals.

- Analyzed large tables of data in excel, then adapted and organized the data to visual reports splitted in sections.
- Converted relevant data into charts and visuals to provide insights that are both informative and easy to digest.
- Designed about 20 reports all for different departments and topics always in the finance space.
- Worked in collaboration with other 2 designers to create a design sub system for these reports to ensure consistency, common patterns and an easier to read layout. This sub system was used by designers creating other reports and for developers as a guidance for implementation.
- Worked under agile methodology with 2 week sprints and daily scrum

UX designer for CSP 2.0 | **Schlumberger** | Houston, TX

Sep 2019 - Jul 2020 (10m)

Redesign the customer service portal and new features requested by the users.

- Interviewed about 10 main users face to face to understand their roles and what they needed from the portal.
- Created a clickable prototype with InVision in order to show case the new portal and obtain feedback.
- Performed a workshop where brought all the 10 users together, conducted card sorting and presented the prototype.
- Made the HTML & CSS templates and coordinated with the offshore team in India for the final implementation.

Lead UX designer for CAP | **Conduent** | Raleigh, NC

Mar 2019 - Aug 2019 (6m)

Construction of a white label big platform by Conduent to provide automation for business processes to major companies.

- Coordinated a group of 3 designers
- Took requirements from stakeholders, planned accordingly and distributed the work to the other designers
- Created a design system to ensure consistency among all the designers
- Made the information architecture and printed it big for both designers and developers to understand the hierarchy.
- Had frequent sessions with the front end developers to communicate the stakeholders needs.
- Provided HTML & CSS framework with all components in the design guideline for easier and consistent implementation.

UX designer for Registration form | **USA Hockey** | Remote

Oct 2018 - Feb 2019 (4m)

The redesign of the registration form for kids' and teenagers' hockey classes.

- Conducted user research by emailing previous registrants (mostly parents) a survey to understand pain points and wishes.
- Iterated on wireframes and mockups based on feedback received in the two subsequent rounds via email.
- Performed user testing with a prototype and screen share to validate the design.
- Delivered all the HTML & CSS templates for the final implementation