

ANDRES SALAZAR

UX/UI Designer

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Innovative and creative UX/UI designer. I enjoy working collaboratively to create interfaces that meet end user needs and minimize frustrations. I like working with user flows, wireframes, interactive prototypes, and high-fidelity mockups. I have great attention to detail, creativity, problem-solving ability, and strong presentation and communication skills.

WORK EXPERIENCE

OTICON MEDICAL

UX/UI Designer & Scrum Master | Jan, 2019 - Current

As a UX/UI designer in Oticon Medical, I am responsible for leading the design of new features for our fitting software, GMCI. I collaborate with different stakeholders from marketing and clinical support and system engineers to project managers and software developers to ensure that our user's needs are met and that we provide a delightful experience for the hearing care specialists that use our solutions.

My main tasks in this role are:

- Understanding user needs
- Facilitating discovery and design workshops
- Driving the UX/UI design process
- Creating wireframes, static and interactive mockups
- Driving the usability testing process
- Documenting the usability testing process and results
- Maintaining and growing the UI design guide
- Providing pixel-perfect UI designs for development
- Mentoring team members on the principles and practices of UX/UI design

As a Scrum Master in Oticon Medical, I am responsible for the Scrum practices of my multidisciplinary team. I facilitate the different meetings, planning and retrospectives. And help my team to keep growing and to find better ways of improving our teamwork. I also act as a communication link between project management and our team.

ABSOLUTE ZERO IVS

UX/UI Designer | Nov, 2016 - Nov, 2018

As a UX/UI Designer, I'm was in charge of the usability and experience direction of the Absolute Zero Mobile App and the Absolute Zero Cloud Studio.

My main tasks were:

- Conducting user research
- Creating user personas
- Making user flow diagrams
- Designing wireframes
- Creating and user testing interactive prototypes
- Creating pixel-perfect UI designs for development

DTU

Research Assistant | Sep, 2016 - Oct, 2016

As a research assistant at DTU, I was assigned to support in the research of a Ph.D. thesis.

LLEGANDO A CASA / A MAN CALLED BRONCO

Producer/Visual Designer | May, 2013 - Aug, 2015

Worked as a producer and visual designer in two documentary films that were locally acclaimed. I gained experience in the following areas:

- Storytelling
- Designing and conducting Interviews
- Art Direction
- Video Production

EDUCATION

DANMARKS TEKNISKE UNIVERSITET

Master's Degree Design and Innovation | Sep, 2015 - Jun, 2017

During my master's education, I focused on the areas of User Experience and Product Design. I enjoyed the most courses like:

- User Experience Engineering
- Design for Interaction
- Conceptualisation
- Product Development
- Staging Co-creation and Creativity
- Advanced Design Methods

UNIVERSIDAD DE MONTERREY

Bachelor's Degree Industrial Design | Jan, 2008 - May, 2013

During my bachelor, I was introduced to the concept of User-Centered Design and Design Thinking. I participated in many design projects and got to practice with many different styles of design methodologies and prototype building.

I studied for one year abroad at Fachhochschule Salzburg, where I took Design and Product Management Courses.

PROJECTS

A MAN CALLED BRONCO (DOCUMENTARY FILM)

Producer | May, 2013 - May, 2014

A Man Called Bronco, was my introduction into the film medium, the documentary was independently produced by a three-person team, where the responsibilities were shared equally.

- Great learning experience
- The film was officially selected for the Monterrey Film Festival

OLMENTA

Web Design and Development | Aug, 2014 - Current

Web Design Experiment/Book Recommendation Website

I was interested in web design and development, and I greatly enjoy reading books, so I decided to combine the two. The result is Olmenta, a web page where I recommended my favourite books while experimenting with different styles of UI.

SKILLS

Adobe XD	Sketch	InVision Studio	Adobe Photoshop	Adobe Illustrator	Adobe Premiere Pro
HTML/CSS	Product Design	Project Management			