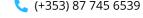
JOHN CARLO RAMOS

UI & UX DESIGNER



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Dublin, Ireland | D18 P7N1

WORK EXPERIENCES

Institute of Art, Design and Technology (IADT) 2021 - 2022 (One Year Contract)

UX DESIGNER, RESEARCH ASSISTANT and TUTOR

- · Given the task to design a responsive web app for Erasmus students and youth workers funded by the European Union.
- Given the role as the UX Designer and Research Assistant for the project.
- · Collaborated with international teams to iterate on concepts.
- · Identified and created solutions for problems with the IADT team (i.e. former lecturers) then presented those solutions to the international teams.
- · Attended regular meetings and workshops with both IADT and international teams.
- Tutored students from the BSc Creative Computing course.
- · Collaborated with the lecturer for the lessons and assessments that was given as well as assisting the students on problems (i.e. design thinking, debugging code, etc.).

WebSpace (www.web-space.design) 2021 - Current (As a Freelancer)

LEAD UI and UX DESIGNER (Per Contract)

- · Gathered and evaluated client requirements in collaboration with product managers and developers.
- Translated requirements into style guides, design patterns and user interfaces.
- Created user-centered designs by understanding requirements and user feedback.
- · Illustrated design ideas using storyboards, user flows and sitemaps to clients.
- Designed lo-fi prototypes, wireframe, mockup, hi-fi prototypes and original graphics.
 Prepared and presented iterations to internal teams and key stakeholders.
- · Identified and fixed UX problems by incorporating feedback and usability findings into design in order to enhance user experience and client satisfactory.

Other work experiences available on request.

References available on request.

PROJECTS

Fourth Year Project

Third Year Project

Second Year Project

First Year Project

Lead designer and developer for a medical diagnostic application. Gained information through qualitative and quantitative methods, created wireframes, mockups and Lo-Fi & Hi-Fi prototypes as well as researched interaction and user-centred design.

Lead designer for a project to develop a CRM application. Created personas, scenarios, surveys, interviews and heuristic evaluations to aid the structure of the project as well as wireframes, paper & Hi-Fi prototypes and conceptual iterations.

Designed and developed a static HTML and CSS medical centre website using Bootstrap. Conceptualised on the architecture of the website by creating wireframes and prototypes.

Directed, filmed and edited a video project based on the psychology of depression. A short subliminal music video to encourage the people struggling to talk and ask for assistance.

EDUCATION

BSc in Creative Computing Institute of Art, Design and Technology (IADT)

2017 - 2021

Secondary / Highschool Cabinteely Community School

2010 - 2016

ACHIEVEMENTS

- · UX Designer for an EU funded project.
- Tutor for BSc Creative Computing course.
- · Class Representative from Year 1 to Year 4 for BSc Creative Computing.
- Team leader during The National Student Movement.
- · Member of Institute of Designers in Ireland.

SKILLS

UI Design, UX Design and UX Research:

Creativity | Problem Solving | Design Thinking | Conceptualization Projects have been focused on the users' needs, design process, visual hierarchy, consistency, accessibility, usability, typography, visual grammar and narrative design.

Design Software:

Figma | Framer | InVision | Adobe XD | Adobe Photoshop | Adobe Premiere | draw.io These are used for iterations, concepts, ERDs and UML diagrams as well as post processing photographs and videos.

Programming Languages & Technologies:

HTML | CSS | JavaScript | ReactJS | VueJS | Bootstrap | Google Material UI | IBM Carbon | Atlaskit by Atlassian | Git | Java | Typescript | Postman