


JOHN CARLO RAMOS

UI & UX DESIGNER

 (+353) 87 745 6539

 johncarlomramos97@gmail.com

 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

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.

- Third Year Project

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.

- Second Year Project

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.

- First Year Project

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 | Atlassian | Git | Java | Typescript | Postman