Javier Arcia

UX/UI Designer - Driving User-Centric Product Innovation

Summary

I love designing and developing digital business solutions to improve the productivity and the competitive advantage of large companies. I have a deep understanding of industry-specific processes and systems and I accumulated experience in the energy, manufacturing, and technology sectors.

Portfolio: https://jarguzcu.com/

Experience

2023-2024 (1 year)

UX/UI Designer, UX Researcher - Product Movement SME CHEVRON's HQ - Houston, TX

- User research for Chevron <u>Product Movement Tool</u> creation.
 Persona and user journey creation. Interviews and Usability testing.
- Design and create user flows, high fidelity wireframes, ui elements and interactive prototypes in Adobe XD and Figma.

2017-2023 (6 years)

Information Architect - Software Asset Management SME ACCENTURE - Global Market

- Design "SAM Prime Platform" and dashboards to help Accenture
 Clients manage/optimize their Hardware/Software Assets.
- Design and develop prototype of <u>Quantract</u>, a "smart contract" solution that uses blockchain technology for managing contracts.
- Define Accenture's corporate guidelines and implement them in the Software Asset Management's Digital Products.

2013-2017 (4 years)

UX/UI Designer Lead - Product Lifecycle Management SMENATIONAL OILWELL VARCO'S HQ - Houston, TX

- UX research, prototype and User Acceptance Test of PLM System "Teamcenter" and redesign of NOV's <u>Engineering Web Portal.</u>
- Design, user research, prototype, visual assets and usability test of Manufacturing iPad App and Collaboration Portal
- Define NOV's corporate guidelines and implement them in the Corporate Engineering Technology Digital Products.

Contact

Location / Phone

Houston, TX / 832-799-8759

email / LinkedIn

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Skills

UX/UI Design Approaches

- Human-Centered Design
- User-Centered Design
- Design Thinking
- Agile Design, Lean UX

Generative User Research

- Research Plan
- Persona Creation
- User Journeys Maps
- Define User Needs

Evaluative User Research

- Usability Study / Testing
- Heuristic Evaluation
- Interviews, Questionnaires
- Analytics Review

Wireframing / Prototyping

- Paper Storyboard
- User Flows
- Low/High Fi. Wireframes
- Low/High Fi. Prototypes

Information Architecture

- Interaction Design
- Navigation Systems
- Taxonomy, Heuristic
- Front-end Development

2011-2013 UX/UI Designer - Corporate Tech Support App SME (2 years) SHELL's HQ - Houston, TX

- User research and design "IT Connect" and "Ask IT" apps to provide remote technology support to Shell employees.
- Define requirements, Design, and help with the Front End Development of Software License Platform for Shell.

UX/UI Designer - Large Tech Migration App SME 2008-11 ACCENTURE - USA Market (3 years)

- Design, user research, wireframes, prototype, visual assets creation of Software Migration Mobile and Desktop App.
- Design, do the user research and develop prototypes of the Electronic Medical Records System for Christus Health.
- UX Research, design, build prototype and test the Active Directory Migration Solution for Baylor Scott & White Health.
- Design and develop Dashboards for the oil and gas sector for SAM. It was used by Accenture clients like BP, Shell and Chevron

Jr. UX/UI Designer - Remote Tech Support App SME 2004-06 QWEST COMMUNICATIONS (CenturyLink) (2 years)

> • Design, user research, wireframes, prototype, visual assets creation Qwest' Remote Resolution Tool.

Digital Assets Creation

Corporate Identity

Branding Development

Design System/Guidelines

Visual Design

Tools

Wireframing / Prototyping

- Figma, Adobe XD
- Sketch, Balsamia
- Axure, iRise, Invision
- UXPin, Framer

User Research / Visual Design

- UserZoom, Maze
- Illustrator, Photoshop
- Indesign, CorelDraw
- After Effects, Adobe Express

Usability / UAT Testing

- Confluence, Guru
- Asana, Jira, InVision
- Miro, Mural, Figiam
- Slack, Discord, Github

Agile / Development

- Azure DevOps
- MS 365, Power BI
- HTML, CSS, javascript
- Bootstrap, iQuery

Education

2006-08 Master in Business Administration

Université du Québec à Montréal (2 years)

1998-03 Bachelor's Degree, Industrial and Product Design

Instituto Superior de Diseño Industrial (5 years)

Certifications

- **UX** Design Professional Certificate by Google
- Figma / Teams, Stakeholders and Design Reviews
- Persuasive UX / Data Visualization