

## RAMON A. GAMARRA

### UX DESIGNER

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RGAMARRA.COM

## BRAND STATEMENT

Over the past 8 years, I have gained experience in print and social media design. This made me a detail oriented person and an active listener. Translating these skills to my current position as a UX Designer and becoming highly resourceful while working in teams and independently.

## EXPERIENCE

### UX DESIGNER

Baobab / 2018

- Did contextual Inquiries with new users to gather data
- Mapped insights based on the conducted user interviews
- Organized competitors and comparators for feature analyzes
- Created Low Fidelity for testing
- Made a High Fidelity clickable prototype

### UX DESIGNER

General Assembly UXDI / 2018

- Created high clickable fidelity mockups for clients
- Collected insights from interviews I've conducted
- Usability tested with participants
- Created user flows
- Made user journeys

### ART DIRECTOR

Muscle & Fitness Hers / 2015-2018

- Conceptualized with the Creative Director for upcoming shoots
- Oversee all pages from it's early stage to shipping.

### ASSOCIATE ART DIRECTOR

Natural Health & Fit Pregnancy / 2014-2015

- Assigned illustrations for mazagine sections
- Conceptualized for shoots.

### Production Designer

XDP Magazine / 2012-2014

- Made small design tweaks but focused on processing pages through all the shipping stages.

### DESIGNER

Marc's Shorcuts / 2012

- Created two sets of tourist guides, SoHo/Nolita and the Upper East Side.
- After designing, Im made sure each guide was ready to print

### PRODCUTION DESIGNER

Health Magazine / 2011-2014

- Was responsibe in making sure all the pages moved through all the shipping stages until it was ready for shipment
- Designed deapartment pages as well multiple page features.
- Assigning illustrations for several department stories.

### FREELANCE DESIGNER

Esquire's The Big Black Book / 2009-2010

- Designed department pages along side the AD and CD
- Assigned illustrations for the Big Black Book based on their corresponding article

## SKILLS

Wireframing in Sketch, Prototyping in Invision, Marvel, Creative Suite, Woodwing, K4, iPad/Nook tablet, Drawing

## EDUCATION

### GA

General Assembly

2018

UXDI: User Experience Immersive Student

### CCNY

City College of New York

2008-2012

BFA in Electronic Deisgn and Multimedia

### SVA

School of Visual Arts

2009

Enlisted in a Editorial Design class

### WCC

Westchester Community College

2004-2007

Associates Degree in Visual Arts

## INTERESTS

Print, illustrations, UI, Animation, Flat design, Food Photgraphy, Science and Architecture