

UX DESIGNER

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RAMÓN GAMARRA

BRAND STATEMENT

User-oriented designer. Passionate about translating ideas into aesthetic and functional designs, by prototyping and testing mock-ups for enjoyable experiences.

EXPERIENCE

UX CONSULTANT

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
- Oversaw all pages from early stages to shipping.

ASSOCIATE ART DIRECTOR

Natural Health & Fit Pregnancy / 2014-2015

- Assigned illustrations for magazine 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 Shortcuts / 2012

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

PRODUCTION DESIGNER

Health Magazine / 2011-2014

- Was responsible for making sure all the pages moved through all the shipping stages until it was ready for shipment
- Designed department pages as well as multiple page features.
- Assigned 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 articles

SKILLS

Wireframing
Sketch
Prototyping
Invision
Marvel
Creative Suite
Woodwing
K4
Drawing
Mac / PC

EDUCATION

GENERAL ASSEMBLY

New York, NY / 2018

UXDI: User Experience Immersive Student

CITY COLLEGE OF NEW YORK

New York, NY / 2008-2012

BFA in Electronic Design and Multimedia

SCHOOL OF VISUAL ARTS

New York, NY / 2009

Enlisted in a Editorial Design class

WESTCHESTER

COMMUNITY COLLEGE

New York, NY / 2004-2007

Associates Degree in Visual Arts

INTERESTS

Print
Illustrations
UI [User Interface]
Animation
Flat design
Food Photography
Science
Architecture