

# VICTOR ZAMBRANO INTERACTION DESIGNER

## EXPERIENCE

Apple / Cupertino, CA. USA / 2020-Present

Lead Product Designer

Design for the Machine Learning Platform and Technologies (MLPT) suite of AI/ML products.

Paperless Post / New York, NY. USA / 2019

Lead Product Designer

Lead designer for their new Flyer product.

Apple (Contract) / Cupertino, CA. USA / 2018-2019

Lead Product Designer

Leading design projects for Apple Online Store and Apple Store App.

Nissan (Contract) / Sunnyvale, CA. USA / 2018

Lead User Researcher / Product Designer

User researcher and lead designer for autonomous vehicle services.

PayPal / San Jose, CA. USA / 2016-2018

Lead Product Designer

Design of new products and services within the Consumer Financial Services department. Helping PayPal define the financial services of the future.

CloudMondo, Startup (Stealth) / Santa Clara, CA. USA / 2016

Lead Product Designer

Designing consumer and enterprise software apps and platform for Wi-Fi device management in the cloud. Led Design in charge of 5 iOS/Android Smartphone/Tablet products, 1 cloud management web platform.

Contractor / San Francisco Bay Area, CA. USA / 2013-2015

Lead Product Designer

Lead User Experience Design work for: Google: Lead designer for the CMS used by all of **Google** marketing sites worldwide; **Cisco**: Designing a platform for the future of employment and learning of IoT; **PayPal**: Lead designer for the Funding Mix Growth division across PayPal products; **HP**: Helping HP simplify and improve the user experience on tablet services; **Ericsson** (confidential); **Intel**: Redesigning the Intel.com site.

Patch.com / New York, NY. USA / 2012-2013

Lead Product Designer

Lead designer for the strategy, interaction and user experience for the redesign of Patch as a user-generated content, community-driven platform. Lead a team of Interaction and Visual Designers creating wireframes, sitemaps, user flows and visual comps to deliver the best user experience. Design and deploy in-house usability testing and online user research.

Contractor / New York, NY. USA / 2011-2012

Product Designer Consultant

Projects and consultancy for clients such as ESPN International and Kingston for Fjord NYC, GridOS interface from Fusion Garage, iPad app for Function(x).

KBS+P / New York, NY. USA / 2010-2011

Sr User Experience Architect

User Experience Designer working from user / ethnographical research to strategical conceptualizing, defining functionality and wireframing, designing content and creating functional specifications, for companies such as BMW America, Capital One, NetJets and HomeGoods.

User Experience  
Design Strategy  
Interaction Design  
Service Design

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## EDUCATION

Domus Academy

Milano, Italy. 1999

MA in Design

Interdisciplinary Master in Design, focusing on design as a holistic process, and mastering different approaches towards the successful completion of the project/product. Works in collaboration with companies such as Dainese, Artemide, Fiat, Ikea, Moulinex, Nestle/Perugina, Salomon, and JCDcaux. Master thesis (in collaboration with Dainese): Fullpipe Snowboard protective pants, now commercialized by Dainese as Laax Pants ([www.dainese.com](http://www.dainese.com)).

Universidad Simón Bolívar

Caracas, Venezuela. 1990-1996

BA in Architecture

Bachelor's Degree in Architecture, with minors on Landscape Design and Urban Design.

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Fotolog / New York, NY. USA / 2009–2010

**Sr User Experience Architect**

User Experience Architect (User Experience, Interaction Design, Information Architecture) working on current design, revamping and maintenance of the Fotolog.com social network.

Syrup / New York, NY. USA / 2008

**Lead User Experience Architect**

User Experience Architect (User Experience, Interaction Design, Information Architecture) for clients such as News Corporation, Citibank and Living Proof.

LBi / London, UK / 2007–2008

**Sr User Experience Architect**

User Experience Architect (User Experience, Interaction Design, Information Architecture) for clients such as Graco, British Gas, Marks & Spencer and the National Health System.

Brilliant Ltd / London, UK / 2006–2007

**Sr User Experience Architect / Interactive Developer**

Senior Designer and Information Architect, Flash/HTML/JavaScript/Graphics web design and development for clients such as Ubuntu, Pacific Interiors, Diet Freedom and Cards Galore.

Contractor / Caracas, Venezuela / 2003–2006

**Interaction / Visual / Web Design Consultant**

Consultancy and Design services for different companies in Caracas (Venezuela). Projects span Interaction/Web Design, Graphic and Video Editing fields for companies as Mattel, Nexus and Wikot Technologies.

Fluidtime Data Services / Vienna, Austria / 2006

**Freelance Interaction Designer**

Design and development of the navigation, interactive model and GUI of several web, wap and java applications, for clients as Red Bull, 5T Turin and U-Boot.at. Also ran brand and design for Fluidtime ([www.fluidtime.com](http://www.fluidtime.com)).

Interaction Design Institute Ivrea / Ivrea, Italy / 2003–2004

**Interaction Designer / Visiting Professor**

For the Fluidtime project, Interaction Design Institute Ivrea. Responsibilities included development of user interface for cellphone java applets, direction/production/editing of user experience video documentary, and website design/development.

Domus Academy Research Center / Milano, Italy / 2000–2003

**Interaction Designer**

Interactive Media Designer, in charge of Web, Interactive Media and Interface design projects, some of them being Research Projects for the European Community with partners including Philips Design Europe (Netherlands) and the University of Siena (Italy).