

VICTOR ZAMBRANO INTERACTION DESIGNER

EXPERIENCE

Hero Digital (Contractor) / Cupertino, CA. USA / 2018-Present

LEAD USER EXPERIENCE DESIGNER

Design for web and app platforms at product company in Cupertino.

Nissan Research Center (Contract) / Sunnyvale, CA. USA / 2017-2018

LEAD USER EXPERIENCE RESEARCHER/DESIGNER

Research and Design of Mobility Services for Autonomous Vehicle Systems.

PayPal (Contract) / San Jose, CA. USA / 2016-2017

LEAD USER EXPERIENCE DESIGNER

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

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

PRINCIPAL USER EXPERIENCE DESIGNER

Designing consumer and enterprise software apps and platform for wi-fi device management in the cloud. Principal Design in charge of 5 mobile products (1 iOS/Android Smartphone App, 1 iOS/Android Tablet App, 1 Android App) & 1 cloud management web platform.

Contractor / San Francisco Bay Area, CA. USA / 2013-2016

LEAD USER EXPERIENCE DESIGNER (CONTRACT)

Leading User Experience & Interaction Design work for:

- > Google: Lead designer for the content management system used by thousands of Google marketing sites worldwide.
- > Cisco: Designing a platform for the future of employment and learning of IoE (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 experience making it responsive, improving the content management process, maximising the impact, effectivity and manageability of its site (currently online: <http://www.intel.com>)

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

LEAD UX / INTERACTION DESIGNER

Lead designer for the strategy, interaction and user experience design for the ~900 Patch sites.

- > Responsible for the interaction design and user experience for all the online presences of Patch.com.
- > Manage a team of Interaction and Visual Designers creating wireframes, sitemaps, user flows and visual comps to be delivered to the Engineering team.
- > Supervise production and QA processes for allegiance to expected user experience.
- > Design and deploy in-house usability testing and online user research.
- > Part of the strategy team.

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

INTERACTION / UX CONSULTANT (CONTRACT)

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

User Experience
Design Strategy
Interaction Design
Service Design

victor@victorzambrano.com
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EDUCATION

Domus Academy

Milano, Italy

1999

MASTER'S DEGREE (MASTERS 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 JCDecaux. Master thesis (in collaboration with Dainese): Fullpipe Snowboard protective pants, now commercialized by Dainese as Laax Pants (www.dainese.com).

Universidad Simón Bolívar

Caracas, Venezuela

1990-1996

BACHELOR'S DEGREE (BA IN ARCHITECTURE)

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

VICTOR
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INTERACTION
DESIGNER

KBS+P / New York, NY. USA / 2010–2011

SR USER EXPERIENCE ARCHITECT

User Experience Designer working from user / ethnographical research to strategical concepting, defining functionality and wireframing, managing content, creating functional specification, supporting development and pitching new ideas to prospect clients, for companies such as BMW America, Capital One, NetJets and HomeGoods.

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 (CONTRACT)

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

LBi / London, UK / 2007–2008

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 CREATIVE DESIGNER / INTERACTIVE DEVELOPER (CONTRACT)

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 INTERACTIVE / VISUAL 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 in charge of visual and brand design strategies and products for Fluidtime (www.fluidtime.com).

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

INTERACTIVE & VISUAL 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).