

# Diana M. Mundó

Experience Designer

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<http://www.dianamundo.com>

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## WORK EXPERIENCE

### **SapientRazorfish\_ Senior Experience Designer**

08.2016 - present I work across the entire design process, from concept ideation to high fidelity prototypes. I've worked with a variety of clients in different industries and performing different roles: ux designer, user researcher, workshop facilitator, information architect, among others.

### **Razorfish Senior UX Designer**

05.2016 - 08.2016 Working closely with other designers and strategists, I focused on the design of financial applications for end customers. I worked on concepts and prototypes to visualise the optimal experience for our client's customers.

### **7digital UX Lead**

02.2015 - 02.2016 I focused on preparing and conducting research, documenting user requirements in the form of wireframes or prototypes, preparing and leading innovation workshops, as well as training and supporting more junior members of the team. Part of my efforts were focused in leading the development and growth of the Design Team.

### **Accenture Senior UX Analyst**

11.2014 - 02.2015 I worked in all the different parts of the design process: user research, information architecture, prototyping, concept creation, etc. Additionally, I also took a leadership role in guiding more junior colleagues.

### **UX Consultant**

06.2013 - 10.2014 I worked in different industries and performed different roles, such as: redesigning cross-platform applications; designing brand new apps starting from business requirements; leading business requirements gathering and collaborative design workshops; lead user research preparation, sessions and analysis of results.

### **Blip Blip Industries Creative Technologist**

08.2012 - 06.2013 I focused on two main projects: an LED screen, and a MIDI player with wine glasses. My role covered the whole spectrum of designing, coding, and prototyping, as well as participating in the generation of ideas for new advertisement products.

### **Multitouch Barcelona Creative Technologist**

10.2012 - 02.2013 I focused on two main projects: a functional prototype for a smart shelf, and a scoring system for a ping pong event. My role covered the whole spectrum of designing, coding, and prototyping.

### **Urano Films 3D Artist**

10.2010 - 03.2011 I modelled and animated a variety of 3D objects, from human-like characters to musical instruments and abstract shapes that served as visual support material for different theatre and opera performances.

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## EDUCATION

### Pompeu Fabra

MSc. Cognitive Systems and Interactive Media

2011 - 2012

### ICESI

BA. Interactive Media Design

2005 - 2010

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## TOOLS

Sketch  
Arduino  
Axure  
Illustrator  
Processing

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## SKILLS

Experiential Design  
Interaction Design  
Prototyping  
User Research

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## INTERESTS

Archery  
Arts and Crafts  
Playing and listening to music