

Diana M. Mundó

Experience Designer

hi@dianamundo.com

+44 (0) 7717 590 110

<http://www.dianamundo.com>

WORK EXPERIENCE

Publicis.Sapient 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, mainly focused on retail and financial services. I've performed multiple roles, such as interaction designer and user research, voice user interface design, and service designer.

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

**University of the Arts
London**

Experience Design for Retail (Short Course)

2018

Pompeu Fabra

MSc. Cognitive Systems and Interactive Media

2011 - 2012

ICESI

BA. Interactive Media Design

2005 - 2010

TOOLS

Pullstring
Sketch
Arduino
Axure
Illustrator
Processing

SKILLS

Voice User Interface Design
Experiential Design
Interaction Design
Prototyping
User Research

INTERESTS

Archery
Arts and Crafts
Playing and listening to music