

# VIANEY GARCIA

## INTERACTION DESIGNER

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### PROFESSIONAL EXPERIENCE

#### Snap Lens Academy Scholar | Santa Monica, CA

Snap Inc. | June - Aug 2022 | Remote

- Selected as 1 of 15 scholars from 150+ applicants for a 9-week remote lens creation & Augmented Reality (AR) program with Next Shift Learning & Snap Inc.
- Designed interactive AR lenses with Adobe Photoshop, Blender, After Effects, JavaScript & Lens Studio garnering over 70 thousand total shares.
- Exercised design thinking & collaboration when executing weekly hackathons in teams of three to deliver an interactive, engaging lens by the deadline.

#### AR Design Happy Mail | Santa Monica, CA

Snap Inc. | April 2022 | Remote

- Awarded first place of 29 submissions in Next Shift Learning & Snap Inc.'s U.S. Snap Lens Challenge.
- Developed an Augmented Reality lens with over 1,000 views & 50 shares in Lens Studio using assets created in Illustrator & Blender.
- Conceptualized a front camera and rear camera experience that implemented javascript template to randomize illustrations, world object controller and particle effects.

#### Freelance Home Health Care Aid Santa Monica, CA

Health Care Aid | 2013 - 2018

- Administered care, executed meals, distributed medication, & assisted two patients with their quality of life.
- Assisted patients with scheduling, paperwork, organization & medical visits to ease task load.

### PROJECTS

#### UX Designer & Researcher Grand Games | Santa Monica, CA

Santa Monica College | Remote Student Project | Sept - Nov 2021

- Storyboarded with Adobe Illustrator to conceptualize & communicate design.
- Collected qualitative data via observations, interviews, surveys, & user testing to inform the design.
- Created interactive signs & decals with Figma that encouraged Grand Park L.A. visitors to interact with their environment.

#### UX Designer & Researcher Wayve | Santa Monica, CA

Santa Monica College | Remote Student Project | Sept - Dec 2020

- Developed & designed interactive kiosk user interface with Figma to enable seniors to access Santa Monica Big Blue Bus transit information during COVID-19.
- Designed digital illustration of kiosk & vision video with Illustrator, Photoshop & After Effects to communicate the problem, insights & solution.
- Extracted & synthesized qualitative & quantitative research data to inform user goals.

#### Web Design Taunt Global | Santa Monica, CA

Santa Monica College | Student Project | April 2020

- Invented a responsive website for a fictional company using Bootstrap & JQuery.
- Established a brand identity, designed assets, & implemented animations to create a cohesive website.
- Integrated time & file management systems to organize work & manage project deadlines.

### EDUCATION

#### B.S. Interaction Design

Santa Monica College  
4.0 GPA  
Santa Monica, CA |  
June 2022

#### B.S. Studio Art

Cal Poly Humboldt  
3.21 GPA  
Arcata, CA | June 2012

### TOOLS

Illustrator, Photoshop, AdobeXD, After Effects, Lens Studio, Blender, Fusion 360, Figma, Invision, HTML, CSS, JavaScript, Miro, Notion

### DESIGN SKILLS

Design Thinking, Human-Centered Design, Rapid Prototyping, Storyboarding, Product Design, User Interface Design, 3D Modeling, HTML, CSS, Javascript

### RESEARCH SKILLS

Field Research, Interviews, Netnography, Journey Mapping, Personas, Usability Testing

### ORGANIZATIONS SMC Design Club 2020

### AIGA Los Angeles July 2020 - Present