I'm César Paredes,

As a **User Experience and Interaction Design specialist**, I bring a unique blend of skills and experience to the table. With a background in communications, sociopolitical studies, and graphic design, I have a **diverse perspective** that allows me to challenge assumptions and approach problems from multiple angles. Over the past **10 years**, I have honed my **skills in user research**, **scenario planning**, and **product design**, working with clients ranging from small clothing startups to some of the largest media conglomerates. I am passionate about using design to **create meaningful**, **user-centered experiences** that delight and engage users.

Experience

Idat SAC

Part Time Teacher | May. 2023 - Ongoing

• Teaching Advergaming as part of the Graphic Deisgn career program

Freelance Work

Product Designer | Dec. 2022 - Ongoing

- Independent game designer and developer
- Service and product design for startup project
- Product Design consultant as independent contractor
- Web design and coding for pet adoption site (Personal project)

Belatrix Software - A Globant Division

Sr. UX Designer | Nov. 2019 - Nov. 2022

- Salesforce Gamified E-Learning Progress Tracker
- WellSky Patient & Hospice Management
- CNA National Claims Adjudication System
- Auna Care Centers Queue Management
- Rockwell Automation Client Services & Assets Management
- Directy DesignOps Within a Digital Transformation Process
- BetetrMe for Globant Self-Management Platform
- FIS Loyalty App

Yanbal International

Sr. UX Designer | Jul. 2019 - Oct. 2019

- Rallyware Style Guides
- Style Advisor's Product Ordering System
- iPaper for New Digital Catalogue

Belatrix Software

Sr. UX Designer | Oct. 2017 – Jul. 2019

- Fluor Resource Expenses Management Dashboard
- NEC Healthcare Biometric Identification Research
- BCP UX Team Training
- Lyra (Formerly Solar Design Tool) Full Redesign
- Belatrix's Internal Meeting Room Booking System
- WhiteWater White Label App (Vantage)
- Cvent New Degital Products Design

Orbis Ventures - Grupo El Comercio UX Analyst | Abr. 2015 - Abr. 2017

- NeoAuto New vehicles storefront concept
- MasEducación Portal New Digital Product
- Orbis Ventures Media Kit Template UX/UI Design
- Aptitus TCN UX/UI Design
- Aptitus Re-Design

De Lujo Real Estate

Creative & UX Consultant | Oct. 2014 - Mar. 2015

• Services and Full Website Re-Design

Efact SAC

Chief Communications Officer | Set 2013 - Jun. 2014

Fintech User Research and User Testing.

Temple Accesorios SAC

Creative Supervisor | Jun. 2012 - Jul. 2013

• Ox Brand Development and Creative Platform Design

Education

GameDevTV

Jun. 2022 - Ongoing

- Complete C# Unity Game Developer 3D Online Course
- Complete C# Unity Game Developer 2D Online Course
- Unity Mobile C# Developer Course
- Complete Blender Creator 3.2: Learn 3D Modelling for Beginners
- Blender Character Creator v2.0 for Video Games Design Course
- Blender Environment Artist v2

Platzi

Mar. 2021 – Ongoing

- Video Game Production
- Video Game Creation
- Video Game Design

IDEO-U

May. 2019 - Jun. 2019

• Human Centered Service Design

Sep. 2016 - Oct. 2016

From Ideas to Action (Ideation & Prototyping)

Coursera

University of Pennsylvania - Mar. 2019 – Apr. 2019

Gamification

CalArts - May. 2016 - Jun. 2016

- Introduction to Game Design
- Story and Narrative Development for Video Games
- Character Design for Video Games
- World Design for Video Games

Instituto Toulouse Lautrec

Mar. 2010 - Dec. 2012

• Creative Advertising

Instituto Tecnológico del Norte (Now CIBERTEC)

Jul. 2008 - Jun. 2009

• Graphic Design Program

Universidad Privada del Norte

Mar. 2004 - Dec. 2009

• Law and Political Science

Languages:

- English (Advanced)
- Spanish (Native speaker)

Summary of Qualifications

Proficient in:

- UX Design
- User Personas
- Flow maps
- Wireframes
- Prototyping
- User Interaction
- User researchUser testing
- Design Thinking
- Service DesignSketch
- Figma
- Affinity Designer
- Blender

ProtoPie

Unity

