### CESAR HECTOR DESIGNER

I'm Cesar Hector, a designer specializing in User Experience, Product, and Interaction Design with a background in communications, social studies, and graphic design. I have 13 years of experience in user research, scenario planning, and product design. In the course of my practice, I've gotten the opportunity to learn to challenge perspectives in several business fields, ranging from small clothing startups to some of the largest media conglomerates in Peru and Latin America as well as worldwide industry leaders.

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## **Professional Practice**

- SEEK Perú Oct. 2023 Ongoing
  - Waterworks New Sales Portal.
  - Internal Projects Knowledge Sharing & Prototyping.
- The Hire Talent May. 2023 Sep. 2023
  - · Design processes definition.
  - Al-Based-Interaction design for conversational interfaces.
- Belatrix / Globant Oct. 2017 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.
  - Fluor Resource Expenses Management Dashboard.
  - NEC Healthcare.
  - BCP UX Team Training.
  - Lyra (Formerly Solar Design Tool).
  - Belatrix's Internal Meeting Room Booking System.
  - WhiteWater White Label App (Vantage).
  - Cvent.
- Yanbal International Jul. 2019 Oct. 2019
  - Rallyware Style Guides.
  - Style Advisor's Product Ordering System.
  - iPaper for New Digital Catalogue.
- Orbis Ventures, Grupo El Comercio Apr. 2015 Apr. 2017
  - NeoAuto New vehicles storefront concept.
  - MasEducación Portal.
  - Orbis Ventures Media Kit Template.
  - Aptitus TCN.
  - Aptitus Re-Design.
- De Lujo Real Estate Oct. 2014 Mar. 2015
  - Full platform re-design.
  - New products design.
- Efact SAC Set. 2013 Jun. 2014
  - Electronic invoicing and supply chain financing platform design.
  - Communications management and strategy.
- Temple Accesorios SAC Jun. 2012 Jul. 2013
  - Ox brand design and development.
  - Creative community platform design.
  - Direct printing service design.

# **Education**

GameDevTV

Jun. 2022 - Ongoing

- Ultimate Indie Development Seminar.
- Godot Game Developer 2D.
- Godot Game Developer 3D.
- Unity Game Developer 3D Online Course.
- Unity Game Developer 2D Online Course.
- Unity Mobile Developer Course.
- Blender Creator Course.
- Blender Character Creator for Video Games.
- Blender Environment Artist.
- IDEO-U

May. 2019 - Jun. 2019

• Human-Centered Service Design.

Sep. 2016 - Oct. 2016

• From Ideas to Action (Ideation & Prototyping).

#### Courserd

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.
- Toulouse Lautrec

Mar. 2010 - Dec. 2012

• Creative Advertising.

• ITN (Now CIBERTEC)

Jul. 2008 - Jun. 2009

• Graphic Design & Marketing.

#### • UPN

Mar. 2004 - Dec. 2009

• Law and Political Science

- Languages
  - English Advanced
  - Portuguese Basic
  - French Basic
  - Spanish Native