



Oscar Manzano

Senior Product Designer - UX/UI Designer

"I am passionate about designing digital products, combining my user experience and visual design skills to achieve measurable results."

Professional experience

UX/UI Experienced Consultant

Amaris (September 2023 - Present)

Bringing the best of my extensive experience in UX/UI design every day. All kind of projects. I definitely like challenges.

Senior UX/UI Leader

Globant (May 2022 - August 2023)

I was the leader of the UX/UI Design team. I participated in all design phases. From requirements gathering to user research, through the ideation phase, prototyping, final design and iterations based on the user's feedback. This project for Banco Santander has been an international reference for the management of banking incidents.

Senior Product Designer

Goal Systems (February 2021 - May 2022)

I was part of the UX/UI design team. We did benchmarking and in-depth research. We designed an innovative tool that could manage the public transportation of an entire city. To do this, we created (from scratch) an adaptable and scalable design system for any context in any city. Many workshops were necessary to iterate and refine the product. Our tool is currently used throughout Europe, the Middle East and South America.

Product Designer

Smart Technologies - Canada (July 2020 - February 2021)

The pandemic forced a shift from a well-established physical product (interactive digital whiteboards in schools) to its online equivalent. We redesigned the whole experience to adapt it to any device (mobile, desktop, tablet). We managed to surpass the competitors and position the company as a leader in online education.

UX/UI Consultant

Campfire I.T. & Digital - UK (March 2019 - June 2020)

UX/UI consulting for UK companies. Clients were usually from the healthcare and education business. I guided them in the setup of their roadmaps and KPIs, as well as UX/UI design, Usability, etc.

Senior UX/UI Designer & Frontend Developer

ImmedialT Software (July 2019 - December 2019)

I was in charge of all areas related to UX/UI design in this project for the aerospace industry (ESA). It was a really challenging project for me. All major KPIs were finally achieved. I am especially proud of this project, as the challenge was huge and I was the only person in charge of the department. My hybrid profile was crucial for the success of the project.

Mobile: +34 697698946

Email: oscar.oscarmanzano@gmail.com

Portfolio: oscarmanzano.website

Location: Madrid, Spain

Education

- Design Systems creation with Figma
Raúl Marín (2023)
- UX Research Course.
KSchool (2022)
- Elements of AI.
University of Helsinki (2020)
- Human-centered Design.
Domestika (2020)
- User Experience Design Course.
· Design Thinking masterclass.
Neoland (2019)
- JavaScript for Web Developers Course.
Fictizia (2016)
- Responsive Web Design with HTML5 and CSS3 Course.
CICE (2014)
- BTEC HND in Graphic Design and Multimedia.
E.S.I. (2001)

Hard skills

Figma · Design System · Sketch · Adobe · Zeplin · InVision · Axure · Balsamiq · Miro · Trello · Jira · Confluence · Material Design (Android) · Design Thinking · Human Interface Guidelines (Apple) · Atomic Design · UI Kit · Style Guide · Wireframe · Mockup · Testing · UX Research · Use Case · Analytics · ChatGPT · CRO · Interaction Design · Usability · Human Computer Interaction · Responsive · CSS Grid / Flexbox · HTML · CSS · SASS

Soft skills

Flexibility · Problem Solving · Organisation · Resilience · Teamwork · Attention to detail · Creativity · Responsibility · Communication

Languages

Spanish: Native.

English: Full professional proficiency (C1).