# René M. Paccha UX Designer

Chicago, IL (774) 314-9537 https://www.renepacchaux.com rene@renepacchaux.com

### Skills

Agile Environment Workflow
Usability Testing
Competitive Analysis
Advanced Problem Solving
Visual Design through Team Workshops
Empathy Mapping
Figma
Sketch
UX Team Documentation
Direction Experience
Journey Mapping

Analytics and Heuristics

## Experience

#### US Census Bureau Open Data for Good Grand Challenge

**UX** Designer

Sep 2021 — Nov 2021 (Chicago)

- Performed analysis on the business landscape along with a 9-person 4-timezone team
- Communicated across 3 different specialized departments to facilitate a 5-week handoff plan
- Collaborated with the project manager to successfully complete an MVP prototype after a 3-week UX project plan
- Next steps include product design expansion to 3 languages through prototyping separate user flows
- Conducted alternative solutions and constructive feedback workshops at the team level with past civic localization experience

Skills used: Figma, Miro, Zoom, Google Calendar

#### People's Choice Winner - Gudeeds App

**UX** Designer

Jun 2021 — Jul 2021 (Chicago)

- Our 9-person UX+Dev team prepared mobile app goals for a 3-day product launch
- Deployed a unique UI through mobile applications solution on a single-word prompt
- Conducted remote whiteboarding for diagrams and research centralization
- Celebrated the collaborative work with the development team in the digital products presentation with enthusiasm
- Collaborated with a multi-disciplinary team group that spanned four time zones in accordance with remote collaboration conventions

Skills used: Miro, Figma

## Education

Bachelor's (BMUS) | University of Illinois at Urbana-Champaign

UX Design Fellow | General Assembly Immersive Program

Effective Writing for Business and the Professions | The University of Chicago Graham School

Google Analytics | Google Credential 2022

#### Recipe Revolution

**UX Design Consultant** 

Jun 2020 — Jul 2020 (Chicago)

- Communicated user flow-action hierarchy in 36 screens via final prototype style quides to developers
- Workshopped communication in heuristic analysis activities with the teams' agreed-upon studio feedback guidelines
- Addressed business needs through 12-point design principles while consulting client on software systems and information architecture
- Rolled over heuristics-absent design decisions based on analytics gathered previously by 2 Chicago-based stakeholders who were doctors

Skills used: Powerpoint, Excel, Miro, InVision, Flowmapp, Sketch, APIs