Vicky Vigon

Product Designer

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SKILLS

Tools
Figma
Sketch
InVision
Origami Studio
Principle
Marvel
Maze.co

Design
Interaction Design
Visual Design
Information Architecture
Wireframing
Rapid Prototyping
Sketching
Simple

Research
User Flows
Competitive Analysis
Interviews/Surveys
Usability Testing
Affinity Mapping
Personas

EDUCATION

Lambda School
UX Design program
January 2021

Fashion Design
University of Buenos Aires
DNF

WORK

Merchant Marketplace | E-commerce platform for local businesses.
Product Designer - Timeline: 4 months
Tool: Figma

○ Led a design thinking exercise with developers to facilitate collaboration in the ideating process which led to relevant user-centered design features.
○ Performed competitive analysis research to discover what other products offered and, understand user's needs.
○ Leveraged existing UI framework and speeded up delivery of assets to the development team.
○ Crafted a comprehensive design system to serve as a foundation for Merchant Marketplace.

Pet Finder | Pet adoption app for shelter volunteers and pet adopters.
Product Designer - Timeline: 3 months
Tool: Figma

○ Led field research and conducted interviews to build a design course of action.
○ Accelerated the design process by carrying brainstorming sessions with team-mates.
○ Built low-fidelity screens and prototyped them for a user testing exercise and, iterated based on results.
○ Prototyped the final design screens to test among users and iterate the design accordingly on feedback.

Expat Journal | Social App for expatriates to share their experiences.
UX Designer - Timeline: 2 months
Tool: Sketch

○ Designed an app 0-to-1 using competitive research, wireframing, interaction design, and prototyping to facilitate meaningful experience exchanges between expatriates.
○ Worked closely with developers to establish an effective communication channel and solved any issues that arose.