PROFESSIONAL RESUME

Name: Nicolas Salgado

Role: Product Designer

SUMMARY

UX/UI Designer & Psychologist focused on Human-Computer Interaction Design.
Professional QA with over 10 years of experience in Software Industry.

Nicolas is the Local UX/UI Community Lead and promoter of the Global Community since more than a year ago.

He is a speaker in many important UX/UI events of Buenos Aires being invited recently to be one of the speakers of Exponential Unconference at Singularity University to explain his vision of how to make a better world from the Design and Usability perspectives with other professionals of different areas: Finances, Education, Politics and Engineering.

Nicolas has obtained this year a certification of UX/UI Designer for VR, AR and MR, being one of the few argentines with this knowledge. He was selected as speaker for the AAD Days to talk about UX in Virtual Reality.

He is skilled in Design Thinking, UserFlows, and any other Design, Creativity and Collaborative Tool.

Nicolas is UX/UI Mentor at Acamica, one of the two most important Academies who teach UX/UI in Argentina.

He always has a positive attitude in his job and good relationship with all team and company members having natural leadership skills. Despite he used to be assigned to projects he works as a Consultor helping several projects to accomplish their objetives.

He has a great interest in trainings that allows him to deepen and enrich his knowledge, and likes to share what he knows with the other team and company members being always updated with the last trends and technologies in the Global Market.

He has always worked in Agile environments, is able to provide his inputs and ideas to the team from a tester, business, psychologist and designer perspective, thanks to his educational background and creative but logic vision at the same time.

He is committed to the details and high quality delivery.

In his free time, Nicolas is an illustrator and comic book artist creating videogames characters and coloring professional comic books for international publishers.

DOMAIN EXPERIENCE

Nicolas works as Product Designer Consultor giving assistance in many different projects. His last full time assignation in Endava was as UX/UI Designer and Senior Tester for a company that provides Mental Health mobile app.

He participates in Planning meetings and other agile ceremonies, keeping close relationship with developers, designers, Scrum Masters and Product Owners.

As Nicolas is Psychologist, Designer and QA, in this project he helps the Product Owner to define new characteristics of the app from his Psychologist perspective, he built the User Flows, helped with all the Acceptance criteria creating the Product Backlog with the PO, and designed the screens and wrote and execute the tests.

Nicolas was called later to create two rebrandings of the same app pointing to different markets designed everything by his own, included logo, look & feel and design improvements

Inside of a team he has natural leadership characteristics.

Use to be even in charge of the Product Demo.

CORE TECHNICAL SKILLS

Defect Tracking Tools:	• Jira, Bugzilla, Sharepoint
Test Management Tools:	• X-Ray, Hiptest, Microsoft Test Manager
Automation Languages:	• Gherkin
Relational DB:	• Microsoft SQL
Web Development:	• HTML, CSS
UI Tool:	• Adobe XD, Figma, Zeplin, Whimscal, Photoshop
Techniques & Methods:	• Agile (Scrum), Design Thinking

EDUCATION AND TRAINING

Qualifications:

- 2020: UX Management (In Progress)
- 2019: UX/UI Designer for VR,MR and AR (IDF)
- 2018 - 2019: UX/UI Designer (Acámica)
- 2018: Scrum Master Certified (Scrum Alliance)
- 2016: ISTQB Fundamentals Certification Course (QA Austral)
- 2012 - 2013: Tertiary Education in System Analysis (ORT)
- 2012: Web Developer (Educacion IT)
- 2011: Web Designer (Educacion IT)
- 2002-2010: Bachelor of Psychology (University of Buenos Aires)

Languages:

Spanish: Native
English: Advanced

RECENT PROJECTS IN ENDAVA

UX/UI DESIGNER AND SENIOR TESTER FOR AN IOS & ANDROID MOBILE APPLICATION (2019)

The client ACAP HealthWorks set out to find a clinical solution for mental health. The app encourages positive habit formation and mindset shifting with customized assessments designed to alert users to mental risks, the Joyages app is a private, user-friendly digital life coach that helps users navigate through life's toughest moments and build the resilience necessary to thrive.

Tasks:

- New features ideation
- Acceptance Criteria and Backlog definition
- Userflow creation
- UX/UI Design of screens in Figma integrated
- Zeplin integration
- Prototyping
- Test case creation
- Test Execution
- Sprint Review hosting

SENIOR TESTER IN A PROJECT INVOLVING TESTING OF NEW FUNCTIONALITIES FOR A CLOUD BASED APPLICATION (2017 – 2019)

The client is a global leader in visual merchandising software for retailers.

Team tasks: provide testing services for the customer's system, which is a cloud based application for both desktop and mobile devices.

Tasks:

- Write test plans in gherkins language based on requirements and acceptance criteria
- Bug tracking
- Functional testing
- UX/UI testing
- Integration testing
- Browser compatibility testing
- Regression test plan execution and maintenance
- Participate in estimation process
- Participate in Planning Meetings
- Bridge between designers and developers
- New team members training

SENIOR TESTER IN A PROJECT INVOLVING END TO END TESTING OF A NEW APPLICATION (2016 – 2017)

He has worked in project for the private company founded by Paul Allen, Microsoft co- founder, headquartered in Seattle, Washington, where the team started developing a web app to allow the Company librarians organize their Multimedia Database and build playlists with different type of content (audio, images, video) to easily access and share the content between all the enterprise employees.

In this project he has had an Analyst and Testing role between the client and the local team, taking requirements, building scenarios in Gherkin language that were taken as acceptance criteria and automated later by developers, documenting procedures in project Github Wiki, testing each of the features to ensure the quality, and giving product demos at the end of each Sprint.