

SEB GONZALEZ

INTERACTION DESIGNER

CONTACT

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sgonzalez.me

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TOOLS

Figma

Axure

ProCreate

Adobe Creative Cloud

- Photoshop
- Dreamweaver
- Illustrator
- InDesign
- Xd

Microsoft Office

- Word
- Powerpoint
- Excel
- Outlook

SKILLS

Public Speaking

Technical Writing

Goal Directed Design

User Centered Design

Human Centered Design

Lean UX

HTML/CSS/Javascript

User Research

Usability Testing

INVOLVEMENT

World Usability Day 2019

- Gave demonstrations to visitors on Product Reaction Cards and System Usability Scale

Game Design & Development Club

- Participated in 5 game jams as an asset artist and interface designer
- Voluntered for 2 Global Game Jams, connecting participants to helpful resources

PROFILE

Versatile and detail-oriented professional. A self-starter and adept at working in group settings or alone. Welcomes the challenges of adapting to modern day changes. Currently seeking a position in visual design, usability testing, or user research.

EXPERIENCE

E-Commerce RMA Specialist

Apto Solutions | May 2018-Present

- Responsible for listing varying quantities of used electronic equipment on the company's eBay account.
- Responds to buyer messages and requests for return materials authorization.
- Coordinates with the shipping team to mail or freight ship purchases.

Store Associate

Batteries Plus Bulbs | August 2017-May 2018

- Answered phone calls and provided customer support.
- Handled both cash and credit transactions.
- Prepared online orders for pickup.
- Replaced batteries on mobile phones, car key fobs, and watches.
- Spent the majority of shifts alone and unsupervised.

EDUCATION

B.S. Interactive Design, Minor in Technical Communication

Kennesaw State University | August 2016-May 2020

Relevant Courses and Competencies:

- **Interaction Design I:** Goal Directed Design, Prototyping
- **Interaction Design II:** Agile Development, Lean UX, Prototyping
- **Front End Development I and II:** HTML, CSS, Javascript, Bootstrap
- **User Interface Design I and II:** Prototyping, linking psychological principles and design theories into effective interfaces
- **Visual Design I:** Color theory, typography, design principles, branding
- **Ethnography for Designers:** Applied Ethnography
- **Technical Writing:** Writing professional documents, such as proposals memos, and Incident reports
- **User Assistance:** XML/DITA, creating user manuals and documentation
- **Usability Testing:** Human centered design, usability testing, system usability scale, product reaction cards, cognitive walkthroughs
- **Technology in Society:** Conducting academic research, public speaking, exploring the influence of gender on technology