



# JHANY MISERQUE

## UX/UI DESIGNER

### ABOUT ME

Creative and analytical UX/UI Designer with a strong Engineering foundation.

Passionate about building intuitive, user-centered digital products through research, wireframing, high-fidelity prototyping, and usability testing using Figma and Adobe tools.

Quick learner with C2 English proficiency, excellent communication and problem-solving skills, and hands-on experience with AI tools to streamline workflows and deliver measurable impact.



## EXPERIENCE

### UX/UI DESIGNER

- *Independent UX/UI Designer (2024-Present)*

-**Architected and delivered end-to-end digital experiences** for e-commerce and startups, focusing on user flow optimization and conversion-centered design.

-**Designed and delivered a complete mobile + responsive Museum App** (scheduling, exhibitions, accessibility, booking and payment system) from user research to high-fidelity prototypes and usability testing that improved **task success rate by 35% and reduced navigation errors by 28%** (simulated with moderated tests).

-**Conduct UX analysis and propose design solutions** for entrepreneurs developing early-stage digital products and service platforms.

### DESIGN ENGINEER

- *MAS Ingeniería (2023) - Internship*

Programmed and designed a robotic arm for milkshake preparation using CAD, CAM, and automation principles, applying technical precision and problem-solving skills directly transferable to complex digital interfaces.

### TEACHER MONITOR

- *Universidad Pontificia Bolivariana (2019-2023)*

Mentored 50+ engineering students in CAD, CAM, and CAE software, developing teaching materials and user-friendly tutorials that improved student performance and software adoption.

### MAINTENANCE ANALYST

- *ComerciBeef (2023)*

Optimized company inventory processes by designing and implementing structured systems in Notion and Google Workspace, reducing manual errors and improving data accessibility.

*Supporting documentation for education and work experience can be provided upon request.*

## SKILLS

### Language

English: C2

Spanish: Native

### Tools & Software

Figma - *Advanced*  
Figma Make (AI)  
Adobe XD - *Advanced*  
HTML/CSS/JS - *Foundational*  
Proto.io  
Draw.io  
Sketchbook  
Adobe Photoshop  
Adobe InDesing

AI-assisted design tools  
Google Workspace  
Notion  
Blender  
SolidWorks  
AutoCAD  
Agile Methodologies: *Scrum*  
& *Kanban familiarity*

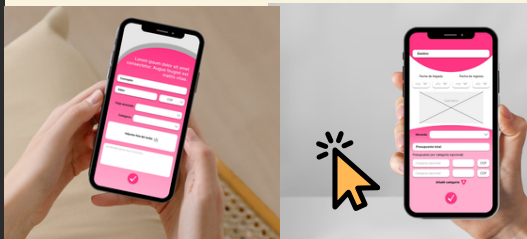
### THE MUSEUM APP

Full-cycle mobile app and responsive website for a cultural institution (user research, wireframes, high-fidelity prototypes in Figma and usability testing).



### TRAVEL BUDGET APP

Personal finance mobile app to plan trips, track expenses and receive smart alerts (complete user flow and prototype).



### E-COMMERCE OF PERFUMES

Complete redesign of online store with optimized checkout, payment gateway and customer journey (currently in development).

CURRENTLY IN  
DEVELOPMENT



AND MORE PROJECTS



### Design & Research

- Journey Mapping
- Visual design
- Storyboarding
- User flows
- Usability Testing
- Layout Design
- 3D Modeling
- Low/High-Fidelity Prototyping
- Wireframes
- User research
- Drawing
- Visual design
- Design systems
- Information Architecture
- Fast-Paced Environments & Iterative Design

### EDUCATION

#### MICROSOFT UX DESIGN PROFESSIONAL CERTIFICATE

- ▶ Microsoft-Coursera (In Progress)

#### GOOGLE UX DESIGN PROFESSIONAL

- ▶ Google-Coursera (February 2025)  
8-course specialization: Foundations of UX, Wireframing & Prototyping, UX Research, High-Fidelity Designs, Usability Testing.

#### BACHELOR DEGREE: MECHANICAL ENGINEERING

- ▶ Universidad Pontificia Bolivariana (2018-2023)  
GPA 4.23 (85% of the maximum scale).  
ICETEX mobility fellow: Potsdam University, Germany.

### ADDITIONAL SPECIALIZED TRAINING

#### AI AND PROGRAMATION

- ▶ Google Prompting Essentials Specialization  
Coursera-In Progress
- ▶ Fundamentals of Machine Learning and Artificial Intelligence  
AWS Training & Certification (September 2025)
- ▶ HTML CSS JS Course for UI/UX Modern Web Developers  
Udemy (October 2025)

#### UX/UI PRINCIPLES

- ▶ Digital Skills: User Experience  
Accenture (September 2025)
- ▶ UX/UI Design principles compact  
Udemy (July 2024)
- ▶ User experience design essential - Adobe XD, UI/UX Design  
Udemy (June 2024)

#### GRAPHIC DIGITAL DESIGN

- ▶ Graphic design masterclass  
Udemy (April 2024)
- ▶ Complete web and mobile design UI/UX, Figma  
Udemy (February 2024)
- ▶ Modeling in Blender 3D  
Udemy (January 2024)

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