



JORGE C. DIAZ-OLIVARES

UX / UI & Product Designer

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Portfolio : <https://www.jorgediaz.xyz>

About me

Hi, I am Jorge Diaz, Architect turned in Product and User Experience Designer with an infinite curiosity and an intrinsic need to understand complex systems, my design's bases start from having a solid understanding of the psycho-philosophical motives of the users and the reflection of these in their subjectivity.

Work and Experiences

2021 - Present

UX / UI & Product Designer

Winnipeg MB, Canada.

Working on delivering user research, user flows, wireframes, designing user interfaces and creating prototypes for new features. Iterating designs based on business requirements, technology constraints, and users feedbacks.

2014 -2021

Architect at All New Collective

Havana, Cuba.

Managed multidisciplinary teams to develop original thinking and solutions.

2013 -2014

Designer at Byblos Groups

Miami, Florida, United States.

As a designer and project manager at Byblos Group, I design high-end furniture for high-standard houses in Miami, Florida. I strive to create a unique experience for each client and deliver a custom-made product.

Study

2022

Google UX Design Certificate

Creative Problem Solving · Prototyping · UX Research · User Experience (UX) · User Interface Design · Wireframing · Web Content Accessibility Guidelines (WCAG) · Human Computer Interaction · Mobile Interface Design · Figma (Software) · Adobe XD · Web Design

2006 - 2012

Technological University of Havana José Antonio Echeverría

Bachelor in Architecture (5 Year+ Thesis).

2012

School of Creative Photography of Havana "EFCH"

Superior level course in architectural and publicity photography.

Language

English (Professional)

Spanish (Native)

German (Basic)

My skill & Profession

Focused on Design Thinking, User Research, User Centric Design, UX Design, UI Design, Interaction Design, Prototyping.

Toolbox

Figma, Adobe XD, Sketch, Miro, Procreate, Illustrator, Photoshop, Corel, After Effects, UserTesting, Clueify, Maze, Unreal, Unity, VRay, Keyshot, Octane, Cinema 4D, Maya, ArchiCAD, SketchUp, Fusion 360