

## Details

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email: flor13hj@gmail.com

### LinkedIn:

[www.linkedin.com/in/florhernandez13](http://www.linkedin.com/in/florhernandez13)

### Behance:

- [www.behance.net/FHJMX](http://www.behance.net/FHJMX)  
- [www.behance.net/FLORHJMXBR](http://www.behance.net/FLORHJMXBR)

### Web page Portfolio:

<https://www.florhj.com>

## Skills

Adobe Creative Suite:  
XD, Illustrator, Photoshop,  
InDesign Figma  
Zeplin  
Slack  
Miro  
Jira

## Languages

Spanish - Native  
Portugues - Biligual  
English - Advance

## Certifications

TOEFL ITP  
CELPE-BRAS. Português.  
Certificate of Membership  
Psychology of Interaction Design:  
The Ultimate Guide  
UX Research: avaliação heurística

# Flor Hernández Jiménez

## UX Designer Pleno

Niterói, Río de Janeiro, Brasil

Flor Hernandez is a Senior UI / UX Designer and Researcher. Strategic planning and project management expertise. Master's degree in Industrial Design from the National Autonomous University of Mexico. She has experience working with both desktop and mobile apps. Her projects include topics such as Virtual Reality, Human-Computer Interaction, User Research, Psychology of Interaction Design, Emotional Design, Heuristics, Agil Methodology, VR Interactions. She focuses on develop high-impact product according to user experiences needs, and stakeholders demands. User Centred Design and Design Thinking are her principal methodologies.

[Figma](#), Adobe XD, Zeplin, Illustrator, Photoshop, InDesign.

## Employment history

### Editora Globo

#### UX Designer Pleno

septiembre de 2021 - Present (1 año 8 meses)

Brasil

UX Designer in charge of UX-UI Globo digital products demands for desktop and mobile such as: TechTudo, O Globo, Casa e Jardim, Casa Vogue, Vida de Bicho, CBN app. She has worked with user behavior research, persona, metrics evaluation (Google Analytics and Hotjar) Heuristics and functionality test, usability and user flow. Wireframes, layouts, high fidelity prototypes, Design System, documentation and Jira stories. Agile Methodology and kanvan board.

Softwares: Adobe XD, Zeplin, Photoshop, Illustrator, InDesign, Figma, Jira, Confluence, Slack, Miro.

## Ebix Latin America

### Designer UX/UI

diciembre de 2020 - septiembre de 2021 (10 meses)

Río de Janeiro, Brasil

Responsible for UX/UI mobile and desktop apps demands that included: User's flow, wireframes and layout, arquitetura information, navegavel prototype, new features design, usability test. Agil Methodologies. Principal stakeholders: Bradesco and Ebix Latinoamericana. UX and digital products evaluation for digital area reports, focusing on improvement of SIGS-JIRA work flows. Softwares: Adobe XD, Figma, Zeplin.

## Gavia Design Studio

### Freelance Senior Designer

enero de 2012 - diciembre de 2020 (9 años)

Branding, UX/UI consulting, Web Page, Project Development, Illustration.

FB: @gaviadesignstudio

Gavia Studio Design is my way to abord my freelance work out there

## Intero LLC

### Lead UI/UX Designer and Researcher

febrero de 2018 - octubre de 2019 (1 año 9 meses)

México-Brasil

UX Researcher and Designer.

#### Activities:

Flor was in charge of UX/UI design for virtual reality personal trainment VROW app, and VRSKI personal trainment Intero app for its beta version for iOS.

UX/UI evaluation and coordination for immersive experience and design of new features for users performance for its second release, exclusive for teams trainment, iPad version.

- Usability and heurictics test
- Persona
- Stakeholders profile
- Metrics, Qualitative and quantitative research.
- Target Market and Market Strategy Campaign
- Components, layout and prototypes.

Design Thinking. User Centred Design. Agile Methodology. Human Computer Interaction. Information Arquitecture. Cogniti ve evaluation for UX and VR immersion.

- Activity Team Product Report for VROW AND VRSKI app
- Design Team Sprint Organization.
- Internal communication planing.
- Goals and outcome statement reports.

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## Education

UX Research: heuristic Evaluation.

Alura (2021)

The Interaction Design Foundation

Psychology of Interaction Design, Emotional Design. · (2017 - 2018)

Posgrado en Diseño Industrial, UNAM.

Industrial Design Master Degree. · (2009 - 2011)

Escuela de Diseño del Instituto Nacional de Bellas Artes, México.

EDINBA.

Design Bachelor Degree. · (2001 - 2006)