

INNOVATION & DESIGN ENGINEER DATA SCIENTIST

devid

MADRIGAL CAMACHO

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PROFESSIONAL PROFILE

Passionate UX Design student with a background in Innovation & Design Engineering, specializing in usercentered design, research, and prototyping. Skilled in creating intuitive, data-driven digital experiences that enhance user interactions.

I have worked on UX-focused projects, including redesigning academic programs based on student journey research. Experienced in wireframing, usability testing, and product development. Thrives in collaborative environments, values user research, and is eager to learn from industry experts.

Excited to bring my **problem-solving mindset**, **creativity**, **and analytical skills** to Oracle's UX team and contribute to meaningful enterprise solutions.

EDUCATION

Bachelor's Degree in Innovation & Design Engineering with a Specialization in Data Science

Universidad Panamericana (Expected Graduation: 2025)

Specialization Courses

Graphic Design <u>CAAV (2018)</u>

Technical Degree in Marketing <u>Certificate in "Business" Apex Technical School Program</u> (2017 - 2019)

SOFTWARE

- UX/UI: Figma (Wireframing, Prototyping), Canva, Usability Testing, User Research
- Graphic & Visual Design: Adobe Photoshop, Illustrator, Premiere
- 3D & Product Design: SolidWorks, Rhino
- Data & Business Tools: Microsoft Excel, PowerPoint, Word

LANGUAGES

Spanish - Native English - Advanced Portuguese - Intermediate

French - Beginner

UX DESIGN PROJECTS & ACHIEVEMENTS

UX DESIGN PROJECT | QPS - AI Sleeping Tracker (2025)

- Designed a **wearable sleep-tracking band** and **mobile app** to improve sleep quality with AI-driven insights.
- Conducted **user research** to identify pain points in existing sleep apps, focusing on usability and actionable recommendations.
- Developed an **intuitive digital interface** that syncs sleep data with users' calendars for **personalized sleep strategies**.
- Applied **system thinking** to ensure seamless integration between the wearable, app, and AI functionalities.

UX DESIGN PROJECT | Universidad Panamericana (2024)

- Redesigned the Innovation & Design Engineering program to improve student experience, focusing on usability and engagement.
- Conducted **student journey mapping** and surveys to identify pain points.
- Proposed structural changes that enhanced clarity, leading to higher student retention and program satisfaction.

Best Project Award in 3D Printing with Biodegradable Materials (2024) Digital Manufacturing, Universidad Panamericana.

• Developed **eco-friendly prototypes** for sustainable product applications.

Best Project Award for Alarm Clock for Deaf Users (2019) Universidad Panamericana.

• Designed an **inclusive product** tailored for users with hearing impairments, recognized for its **user-friendly design**.

WORK EXPERIENCE

SUSTAINABILITY PROJECT DESIGNER & MANUFACTURER | LABORATORIO DE RECICLAJE DE ZAPOPAN (LARZ) (2023)

• Designed and developed **eco-friendly products** with a **usercentered product** solutions for schools and community associations, applying **usability testing** and **prototyping techniques** to enhance functionality and accessibility.

GRAPHIC DESIGN INTERN | COPARMEX (2019-2020)

- Designed branding and promotional materials for the **Entrepreneurship Olympics**, increasing event attendance by **20%**.
- Led advertising campaigns and video content creation, boosting engagement across social media platforms.
- Coordinated with business executives to secure sponsorships and marketing opportunities.

EXTRACURRICULAR ACTIVITIES

Member of the Universidad Panamericana dance team, excelling in cultural and competitive performances.

PORTFOLIO

https://www.valeriasportfolio.com/