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joseavila.design

Jose Antonio Avila Paniagua

Interaction Designer

Profile

My studies and my experience allow me to be a versatile designer and develop projects as a product or interaction designer, being this last one my main focus and my passion. I like to identify complex ideas or design problems & create simple solutions, going from background research and analysis until the final result as a visual or physical interface.

Experience

2022
September – present

Senior UX Analyst at Accenture — Costa Rica

Produce complex assets used in the development of digital interfaces based on user experience and best practices to generate digital content.

2021
6 months

Senior UX at Prodigious — Costa Rica

Responsible for UX, creative design and user-centered design of software in coordination with other creative, marketing and development teams.

2019 — 2021
1.5 years

UX Designer at Hangar — Costa Rica

Understanding users, costumers, and clients to create UX opportunities and propose solutions that contribute with digital products.

2019
9 months

Interaction Designer at 17K — Stuttgart, Germany

Taking part in the ideation and creation of interactive installations and interfaces along with generative design and projection mapping.

2018 — 2019
6 months

UX Designer at Qanta Media — Costa Rica

Interaction & Experience Design projects creating immersive digital experiences, applying new technologies to marketing.

2016 — 2017
1.5 years

UI/UX Designer at Symbiotic — Costa Rica

User Interface and Mobile Application Design in iOS & Android. Direct contact with clients during the design and developing process.

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Education

2021 — 2022	**Copenhagen Institute of Interaction Design — Denmark** Graduated with Honors from Interaction Design programme (Graduate School).
2017 — 2018	**HfG Schwäbisch Gmünd — Germany** One-year exchange student.
2012 — 2019	**Instituto Tecnológico de Costa Rica — Costa Rica** Bachelor in Industrial Design Engineering.
2007 — 2011	**EMVA High School — Costa Rica** High School Diploma. Studied in bilingual school since 2001.

Skills

Design	User Experience Visual Interface Design Research	Design thinking User Centered Design Prototyping
Software	Adobe Illustrator Adobe Photoshop Adobe After Effects Adobe InDesign Adobe XD	Sketch Framer Figma Principle inVision
Programming	HTML CSS	Arduino Processing
Soft skills	Communication skills Teamwork	Adaptability Creativity
Language	Spanish – Native proficiency English – Professional proficiency German – A2 Level	