

Gerardo Cambroner

UX & Industrial Designer

Portfolio

LinkedIn

GitHub

Email

713 842 0100

Houston TX

Skills

User Experience Design (UX)
User-Centered Design (UCD)
User Interface Design (UI)
Human-Machine Interaction (HMI)
User Research
Experience Strategy
Information Architecture
Wireframes
Rapid Prototyping
Agile/Scrum Sprints
Workshops
Content Strategy
Usability Testing
3D Modeling

Tools

Adobe XD
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Figma
InVision
SolidWorks
Blender
HTML & CSS
Javascript
Bootstrap
Jira & Confluence

Certifications

University of Texas
Full Stack Web Developer

US NAVY Veteran
References upon request

I believe design + technology has unlimited potential to improve our human experience. I seek product design for its blending of convenience and functionality. Through design, I aspire to inspire.

Experience

Xcel Design Studios — Consultant | Founder

Jun 2016 - Present

Design consultant focused on helping SeaDog Systems and Global Oceanic Designs with enhancing their products. I conduct research and exploration specific to the advancement and discovery of new infrastructure and clean energy systems for future transportation and city development focusing on user-centered design, user-experience, and digital/physical human interaction. I am responsible for spearheading planning and research direction at every stage of the products' lifecycle; from conceptualization, prototype validations, to usability tests and final production.

Freelance — UX Designer

Aug 2015 - Present

I drive an iterative approach to prototype, evaluation, testing, validation, and refinement of digital/physical projects to ensure the targeted solution set is desirable, feasible, and viable.

ABS Nautical Systems — Sr UX Analyst

Jan 2020 - Mar 2020

Defined the visual design strategy and worked to drive consensus across teams for a more effective Design System implementation. Worked closely with stakeholders and development teams to provide mentorship on best design practices and web accessibility. Promoted ideation and collaborated in product development, advocating for optimal user-experience. Defined design guidelines and specifications to ensure consistent development across platforms and projects.

Ensign Energy Services — Lead Industrial Designer

Jan 2015 - Jun 2015

Developed a completely new digital/physical controls interface for Ensign's Next-Generation ADR 1500-S class drilling rigs fleet. Created user interfaces that simplify complex physiological tasks that users of any skill level can readily interpret. Utilized human factors techniques to simplify user workflows and make intuitive interfaces that minimize user training and learning curves. Conducted extensive field research to collect data and deliver research discoveries in order to determine the user's needs and project validation.

Advent Firm — Architecture Design Engineer

Mar 2014 - Jan 2015

Reshaped the company's production methods by implementing the use of a new 3D CAD software package to be used for the design and production of manufacturing and presentation materials. Implemented user experience theories and principles to design more functional spaces for the trade show industry. Directed fabrication, construction, and completion of all designs.

Sumec North America — Industrial Designer

Oct 2012 - Feb 2014

Improved the existing product line and innovated new products for the industry's US market. Successfully developed a US market-friendly line of small-chore cultivators.

Education

The University of Houston — 2013

Bachelor of Science
Industrial Design

Miami Dade College — 2005

Associate in Arts
Mechanical Engineering