

Jose-Carlos (Joey) Laguio

UX Designer

jclaguio@gmail.com

(604)-240-8270

joeycarlos.com

www.linkedin.com/in/jclaguio/

PROFILE

I am a UX Designer constantly pursuing innovative solutions for social good.

Whether I am designing a [mental health app](#), creating spaces for [musical self-expression](#), or coding story-driven [indie games](#), I am always thinking of ways to support the people who need it most.

With a caring personality, excellent communication skills, and a diverse interdisciplinary background that spans music, engineering, education, and design, I have a unique talent for facilitating cross-discipline collaboration that results in compelling digital products.

SKILLS

Figma, InVision, Adobe Illustrator, POP App, Product Design and Management, Wireframing, Prototyping, UX Writing, Content Design, UI/Visual Design, User Research and Testing, C# and Unity Game Development

EXPERIENCE

Marketing & Communications | Anxiety Canada

APR - SEP 2020, VANCOUVER, BC

- Strategized, managed, and created digital content for social media, blog, newsletter, and website
- Increased total Instagram audience by 75% over six months
- Handled copywriting, graphic design, and brand management

MindShift Lead & Community Engagement | Anxiety Canada

FEB 2018 - SEP 2019, VANCOUVER, BC

- Acted as project lead and product designer for [MindShift CBT](#), an anxiety mobile app with 370k+ downloads worldwide
- Collaborated with developers, designers, and psychologists to create 100+ wireframes using pen/paper and InVision
- Coordinated user testing with a self-established youth committee
- Gave 30+ presentations and app walkthroughs to students and mental health professionals across Canada

Resident Voice Teacher & STEM Teacher | The Arts Connection

SEP 2016 - JUN 2018, RICHMOND, BC

- Taught voice in the styles of classical, musical theatre, & Pop/R&B
- Led classes and summer camps for K-7 youth in basic computing, game design, theatre/acting, and choir

EDUCATION

BrainStation | Diploma Candidate, User Experience Design

SEP - DEC 2020, VANCOUVER, BC

University of British Columbia | Bachelor of Applied Science, Computer Engineering (Software Engineering Option)

SEP 2010 - JUN 2015, VANCOUVER, BC

PROJECTS

Echoes - Social Music Sharing for Singers | UX/UI Designer

SEP - DEC 2020, BrainStation

Designed an app that creates safe and welcoming online communities for hobbyist singers to get feedback and support for their music.

The Chase - 2D Platformer Game | Designer & Programmer

APR - JUN 2019, Groundswell Social Ventures

Designed [a small platforming game](#) with a team of four using the Unity game engine to express our team's collective experience with mental health.