

# Emmanuel Osmann

## UX DESIGNER

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## PROFILE

As a UX designer, I bring a unique blend of empathy, multicultural experiences, and technical expertise to my work. My background has provided me with the ability to understand and connect with diverse user groups based on my exposure to a range of human demographics and experiences. With a strong educational background in graphic design and a passion for incorporating new technologies into my projects, I have gained progressively complex insight into technology as a whole. This allows me to create meaningful and innovative solutions that meet the needs of users from all walks of life.

## SKILLS

Figma, User Research, Wireframing, Prototyping, Sketch, Information Architecture, Interaction Design, Visual Design, Usability Testing, User Interface Design, Persona Creation, Design Thinking, Collaboration, Communication, Empathy, Problem-Solving, Data Analysis, HTML/CSS, Adobe Creative Suite

## EDUCATION

### BrainStation | Diploma, UX Design

May 2023, Miami, FL

### Miami Fashion Institute [MDC] | AS in Fashion Design

May 2018, Miami, FL

### Miami Dade College | AA in Graphic Design

May 2015 Miami, FL

## EXPERIENCE

### Lab Assistant | MakersLab [Miami Dade College]

OCT 2018 - MAY 2021, MIAMI, FL

- Assisted students, faculty, and staff in the processes of prototyping for 3D printing, laser cutting, and large format printing.
- Taught and trained students on different design and prototyping technology and software used in various subjects and disciplines.
- Aided students in troubleshooting their coding, architecture, design, robotics, and engineering projects.

### Consumer Products Intern | Viacom [Paramount CBS]

JAN 2018 - JUN 2018, MIAMI, FL

- Created compelling designs for Nickelodeon consumer products, leveraging industry knowledge and emerging trends to bring characters to life in a fun and engaging way.
- Managed multiple projects effectively in a demanding environment with tight deadlines, collaborating with international designers and delivering high-quality designs on time and within budget.

### Graphic Designer | HURST Inc.

JAN 2017 - DEC 2022, NEW YORK, NY

- Developed display, marketing and packaging materials to support product branding strategies.
- Employed design fundamentals when selecting typography, composition, layout and color in design work..
- Met with customers to present mockups and collect information for adjustments.
- Implemented skills in Illustrator, Photoshop and InDesign to create images and layouts.

## PROJECTS

### End-to-End Product Designer | Capstone Project

10 Weeks | MAR-MAY 2023

I designed and developed the Localize app from ideation to a minimum viable product. I conducted thorough user research, created wireframes and prototypes, and implemented intuitive design solutions that prioritized the user experience.

### Lead UX Designer | UKG Industry Project

24 Hours | MAY 2023

Collaborated with software engineers to design and develop a people-centric Human Capital Management solution using emerging technologies such as AI/ML. Our cross-functional collaboration helped me gain valuable insights into the entire product development lifecycle while creating a solution.

### Lead UX Designer | SHELLHACKS

24 Hours | SEP 2022

As Lead UX Designer for the Capital One budgeting app project at Shellhacks, I oversaw the user experience design of the app and collaborated with the team to create a successful and user-friendly app for college students.