



PERSONAL

Ricard Rovira
27th September, 1982 Barcelona

<https://ricardrovira.info>
<http://linkedin.com/in/ricardrovirag>

hello@ricardrovira.info
@ricardrovirag

SUMMARY

Senior Product and Interaction Designer focused on user-centered design and visual design. I have experience in design strategy and agile product development processes.

I am currently working at Shift as Senior Product Designer; and throughout my professional experience I was lucky enough to be part of teams like Tuenti, Loop, Curelator and a few more.

I also co-founded Faros with Javier and David, with whom those last months we shared infinite hours, every night, via Hangouts.

EXPERIENCE

Shift Payments

Product and Interaction Designer

May 2018 – Present

I'm the Product Design Lead at Shift, where we work to build the financial tools of the future together. I work from ideation and concepts to the final pixels and small details that ultimately define the user's interactions and experience.

N1-Headache

Senior Product and Interaction Designer

March 2017 – May 2018

Worked closely with the software engineering team to create clean and usable interfaces focused on health area. Responsibilities included: Create process flows, wireframes, and visual design mockups. Provided leadership in the area of mobile application design and user experience. Designed UX workflows and developed patterns for the redesign of the mobile app experience, laying the ground work to unify the experience across iOS and Android.

Loop

Interactive Art Director

January 2015 – October 2016

Responsible for working on and conceiving creative design solutions for several clients like Red Bull, Atomic and many other. Focused on Product Design development I also led to optimize UX process and generated interaction concepts and prototypes.

Tuenti

UI / UX Designer

June 2013 – December 2014

Focused on UI and UX Design development. Designed UX workflows and developed patterns for the redesign of the mobile app experience (Android and iOS). Responsible for interaction design process and deliverables. Worked closely with a team of highly skilled Product Managers and Tech Leads.

uWhisp

Design Lead

May 2012 – February 2013

Focused on UI and UX Direction. I worked as a lead on this area and I was involved on product and strategy decisions. I also helped on Front-end Development. Our team received the World Technology Award (from WTN) in Marketing Communications.

HTTP Comunicacio - Arista

UI / UX Designer

June 2010 – May 2012

Working for a variety of clients. My responsibilities included Information Architecture, Visual and Interaction Design as specialist from Barcelona Headquarters.

KeepU

UI Lead

November 2009 – June 2010

Responsible for creating and maintaining company's websites, and coordinating several freelance resources from around the world. Focused on Interaction Design and Prototyping, I worked for some of the world's best known brands like Sony, and also for well-known agencies like DoubleYou.

Grupo Zabalía

UI / UX Designer

September 2007 – July 2009

I was in charge of designing experiences across multiple platforms to achieve different clients needs. Focused on Visual and Interaction Design and Front-end Development as well as online campaigns and micro sites.

Creactivitat

Visual Designer (Internship)

September 2006 - February 2007

Internship as Visual and Web Designer. I worked for diverse local clients and Nonprofit Organisations.

OTHER PROJECTS

<http://handmaid1630.com>

May 2014

All products are carefully handcrafted with best natural leathers, making each piece unique and different. Each design becomes an authentic good enduring over time, that will write with you your own memories and adventures.

My responsibilities included strategy, design (UI/UX), development (HTML5, CSS3, Javascript, PHP, Analytics) for the online store. Actually it is work in progress.
(<http://wip.ricardovira.me/handmaid>)

<http://doom.es>

April 2013

Doom suggest you a different and new way to find your new home in Spain, we do the hard work for you! The team studies and sifts the best houses to offer you the most privileged opportunities such as well located houses and great discounts.

My responsibilities included creative direction, interaction design and project management.

EDUCATION

BA Multimedia

Universitat Oberta de Catalunya

2008 – Present

The Multimedia degree aims to train highly qualified professionals connected with the world of business and multimedia industry; professionals to direct, produce and perform projects that require specific knowledge of web design and development, usability and interface design, digital 2D and 3D graphics, animation, virtual reality and video on the Web.

Superior technician in plastic arts and design in interactive graphism (GS)

Escola Groc, Barcelona

2004 – 2006

These studies allow one to devise, organise and take over the various phases of a project involving interactive graphic design with the required quality control, to get the right product initial communicative goals.

Superior technician in Administration of Computer Systems (GS)

Premià Invest

2001 – 2004

Administrating and maintaining computer systems, guaranteeing the functionality, the integrity of the resources and the service of the system; optimizing the performance of the infrastructures of the telecommunications network integrating computer systems and other hardware devices.

LANGUAGES

Spanish

(Native or bilingual proficiency)

Catalan

(Native or bilingual proficiency)

English

(Professional working proficiency)