Monica Gonzalez
Interaction Designer

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Objective

A position as an interaction and User-Interface Designer that allows me to apply my expertise in user centered design methods.

Education

CARNEGIE MELLON UNIVERSITY
Master of Design, Interaction Design
Expected May 2006

UNIVERSIDAD AUTONOMA METROPOLITANA - MEXICO
Bachelor of Arts, Industrial Design
March 2000

Professional

DESIGN RESEARCH INTERN | IBM Research | Summer 2005
Part of the Collaborative User Experience Group (CUE) at IBM's Watson Research Center in Cambridge, MA. Design work included interaction, communication, strategy, innovation and time-based media.

INTERACTION DESIGNER | Grupo InfoSol | 2001– 2004
In charge of design and production of digital applications, websites and CD-ROMs. Design work included usability, standards compliance, process design and coordination of interdisciplinary teams for intranet and database implementation.

JUNIOR INDUSTRIAL DESIGNER | Bombardier Transportation | 2000 – 2001
Responsible for conceptualization, planning and blueprints for the interior and exterior design of the Minneapolis Hiawatha Line Light Rail Vehicle. Considerations regarded cultural fit, ergonomics, safety, and accessibility focusing on operators as well as riders.

Relevant Academic Projects

INTERFACE DESIGN
Ekhomail, Smartcookbook, Image Browser for the Museums of San Francisco

SERVICE DESIGN
CMU Student Health Services, Campus Express: Healthy College Lifestyle

MOBILE DEVICES
My Movie!, Bufff, Eye-ris

Skills

HTML, CSS, ActionScript, PHP (basic), JavaScript (basic)
Flash, FreeHand, Fireworks
After Effects, Photoshop, Illustrator, InDesign
3D Studio Max, AutoCAD

Interests

Emotion-Based Interaction
Conceptual Communication
New Product Development
Information Architecture
Interdisciplinary Communication

Languages

Spanish—Fluent
English—Fluent
Italian—Working knowledge

References and portfolio available upon request